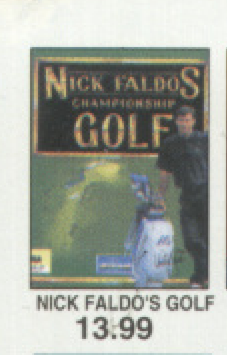
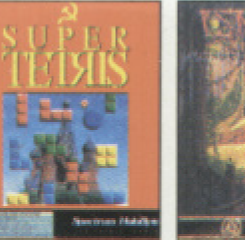
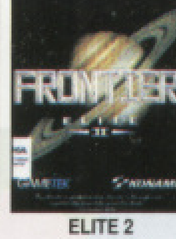

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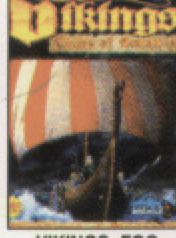

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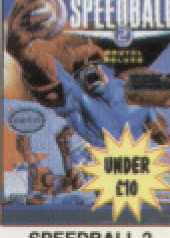
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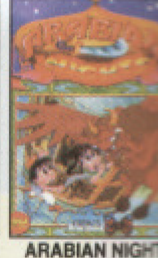

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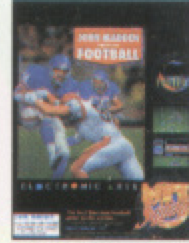
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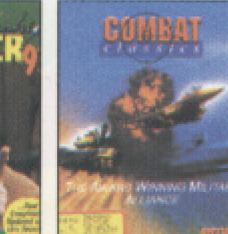

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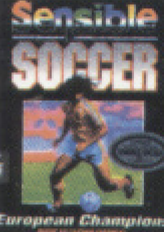

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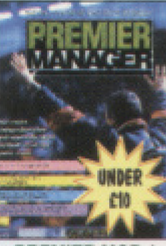

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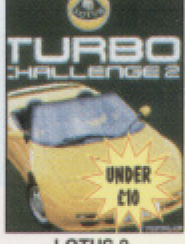

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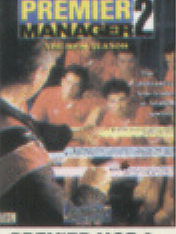

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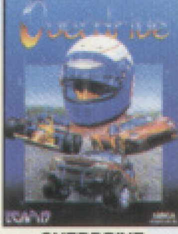

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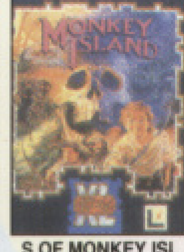

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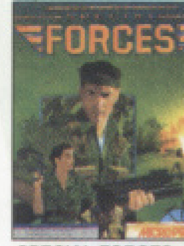

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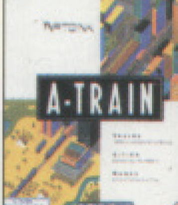

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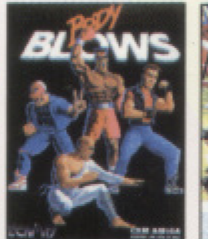

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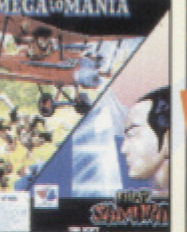

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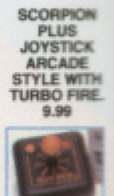
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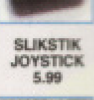
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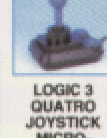

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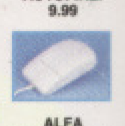

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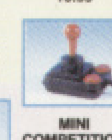

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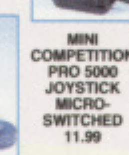

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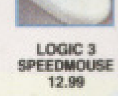

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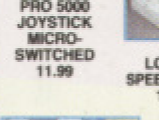

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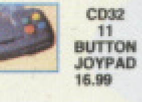
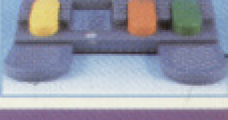

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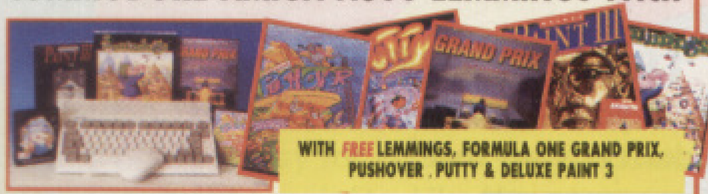
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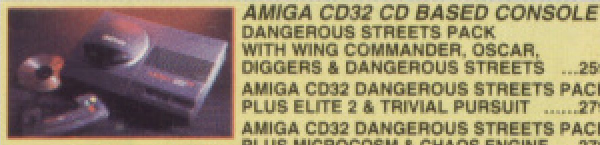
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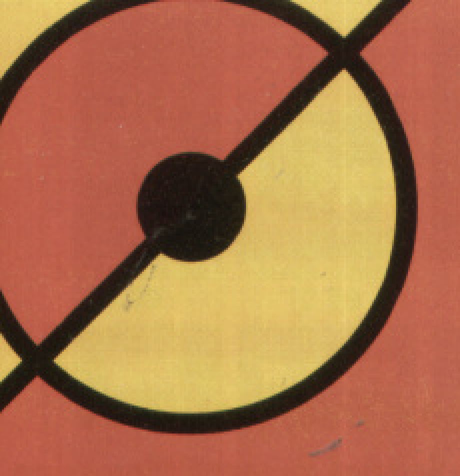
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Where's your sense of humour, Don?



I suppose you've seen the three disks attached to the front cover, then. Great, aren't they? Not only are they packed with nine things to play, but, erm.. they're quite blue-looking, if you don't count the silver bit. Or the labels. But who cares what they look like when they're packed to the bootblocks with tongue-blisteringly smart demos — which they are. So that's all right.

Those of you with reasonable eyesight will no doubt notice that we've got a new Deputy Editor. His name's Andy Nuttall (or 'Nutts' to his friends — presumably he's fairly bonkers, or something) and he's joining us after doing five months in ST Format. We don't know what he did to deserve that punishment, but we're too scared to ask. It's those eyes. Mad as a Mahdi. Any ideas?

SIMON BYRON, EDITOR.



IMPOSSIBLE MISSION 2025.....22

Being complete saddies, we wept with joy when we heard that *MicroProse* were working on the sequel to one of our favourite games of all time. And then we sobbed uncontrollably when we discovered it was looking so good. And then we broke down when...

nts

PUTTY SQUAD............46

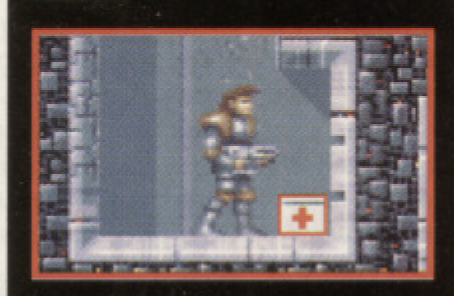
The blue blobby bloke is back — but this time he's made of Semtex! We ask System 3 lots of awkward questions.



WIN! £1000 CASH! TURN TO PAGE 28

HARDCORE...38

Yes, you know the score. Or at least you will do after you've read this surprisingly informative Work In Progress written by someone. It's about a game called Hardcore. From Psygnosis. And it's shaping up to be one of the best Turrican-style games since the last, erm, Turrican game. Which was Turrican 3.



APOCALYPSE.74

It's got a helicopters. It's got guns. It's got big explosions. It's got little people to kill. It's got the letter 'Y' in its name. It's got trees. And — surprisingly — it's got itself released at last. Mercifully, it's not at all bad, as we explain in a four-page review



GAMES FEATURED IN THIS ISSUE

ON THE DISKS...

Come this way to discover how to play your nine things on your THREE disks...



BOOT SECTOR

LOADING YOUR DISKS

1. Pluck the disk of your choice from the cover of your favourite mag.

2. Chuck the afore-mentionedly quite delicious disk into your disk drive and turn it on John.

3. Check the title screen and select the game you'd like to play with the mouse or function keys. Doddle.

4. Get with the program and spread the word. I'm 'outta here. Heh heh heh.

MR NUTZ
Ocean

Well here it is folks, so grab my Nutz. Ha ha ha. Yes, it's very funny isn't it? Never mind my silly innuendoes, we've got tons and tons of *Mr Nutz* for you to play, so grab your joystick and do-o-o it.

I'd like to apologise for the above paragraph, but it's late and I've had a long day (Liar — Simon.). Anyway, down to the demo...

It's all fairly simple platform fodder here, so just run from the left of the level to the right, collecting as many gems and power-ups (invincibility etc) as you can, while avoiding all the nasty chickens and spikes scattered around the place.

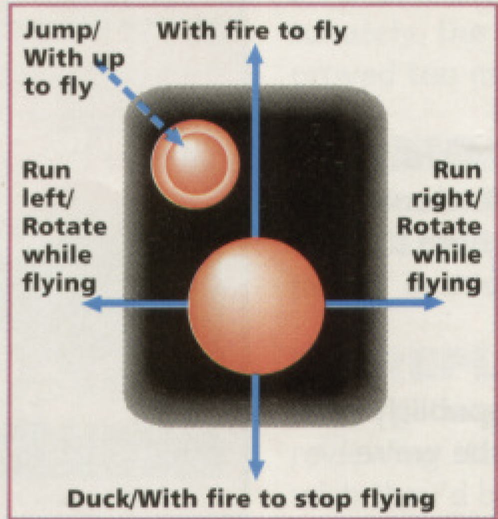
Mushrooms™ can be used to bounce to higher levels, as can chickens (if you press fire when you bounce off their heads). You need to watch out for the rather nasty wasps as well as egg firing chickens, not to mention strange chickens (lots of chickens here, aren't there?) that disguise themselves as bushes (!).

If you take a hit, all is not lost, as your hit point will actually run around the screen for a while, and should you collect him in time, will return to the top of the screen where he belongs.

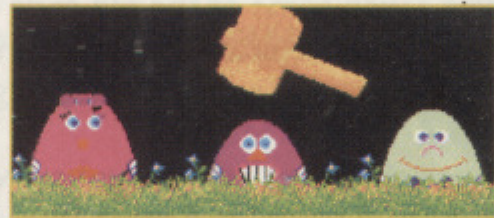
If you managed to collect a special magic wing, you can also take part in some flying squirrel fun by taking a run-up, and then pressing up and fire while you're in the air. Once you're up, you can use left and right to rotate — diving to pick up speed and then swooping back up to higher areas of the level.

I know I've been brief here, but once you get going, I doubt you'll even need this much advice — that's how gorgeously simple it is!

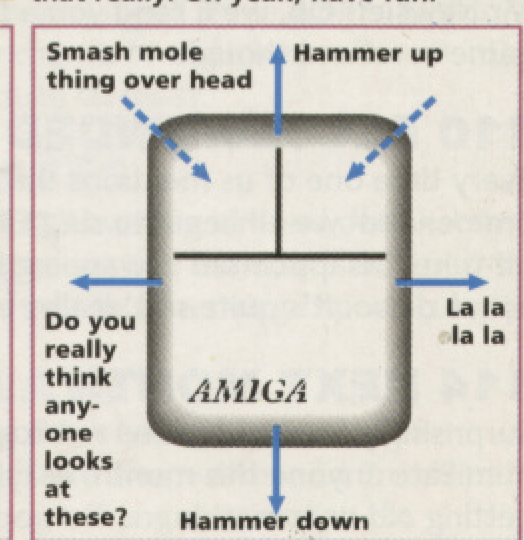




OUCH
PD



Ever played one of those stupid games where you have to prove to your mates that you're 'really hard' by smacking little crocodiles over the head with a huge mallet? Well, it's now possible in the comfort of your own home thanks to *'OUCH'* — something that we found on a disk down the back of Andy's fridge. I'm sure you don't need me to tell you that the idea here is to move the hammer over the 'happy smiling egg/mole things' and smash them, but I have done anyway, so that's that really. Oh yeah, have fun.





So much to talk about, so little space! Matt Broughton tries to think of something funny to say about not having much room in his trousers either. But doesn't.



DISK A
MR NUTZ Ocean
CLOCKWISER Rasputin
OUCH PD
TANX 'N' STUFF PD

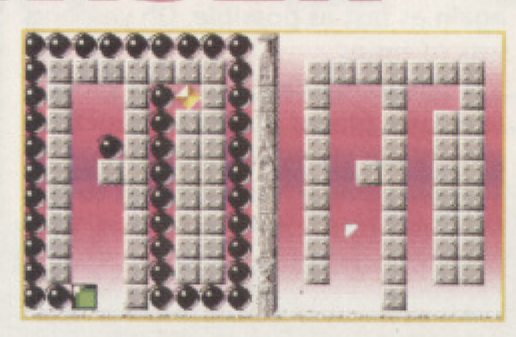


DISK B
PUGGSY Psygnosis
XMAS TIME PD



DISK A
BANSHEE Core Design
SMIDGE PD
WAGGLE-O-MANIA 2 Team 17

CLOCKWISER
Rasputin

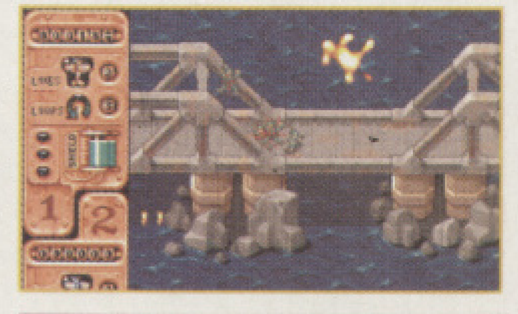


Clockwiser is one of those Boot Sector nightmares that's simplicity itself to play, but if you try to explain it in words you get a bit stuck (shame it's your job then — Simon.). In honesty, I'd suggest you just have a quick play, *then* read these instructions...

You done that, yeah? Okay, well as you've probably discovered, the aim of the game is to manipulate the blocks and objects in the left section of the screen so that they match the pattern in the right. You do this by making 'fields' for the blocks to move around in by clicking and dragging the mouse cursor using the left button. Once you've defined a 'field' you can use the bottom left icons to rotate the blocks either clockwise or anti-clockwise, remembering that in most cases, gravity works just as you'd expect. I say 'in most cases' because — as you'll find out for yourself as you plough through these 16 levels — there are a number of interesting blocks that have a variety of effects. Along the way you'll find exploding bombs, asexual crystals (honest!) and, er.. tons of other things too.

Oh anyway, you can work it out for yourself, 'cause I did, and I still did alright. If you're still struggling (Spaz!) just select the 'demo' option, and sit back while the computer helps you (you pathetic thing you). Have fun.

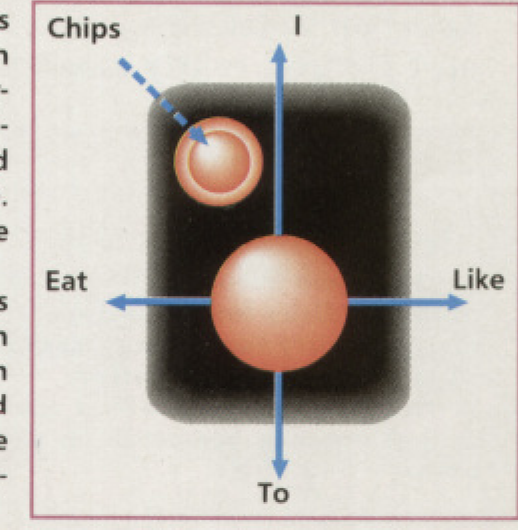
TANX'N'STUFF
PD



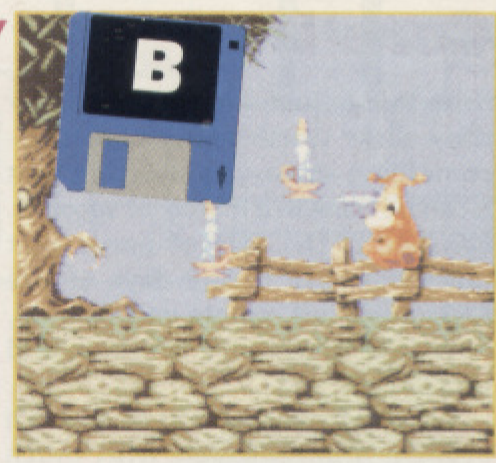
This is a game for up to four players (one computer controlled) and is basically a game of flag collecting, while avoiding or attacking the enemy. You can select between 'tank' or 'boat' games from the main menu, along with joystick or mouse controls.

The screen is split into four sections showing each player, as well as an area of free space. It's up to each player to travel around the map collecting as many flags as possible and returning them to home to base. Whoever has the most flags when the time runs out wins. Simple, innit?

Should you perchance come across any of your fellow players, you can either run away, or try to kill them with your pixel-like shots. Try to raid your opponents' bases, but don't be surprised if their automatic gun turrets retaliate.



PUGGSY
Psygnosis



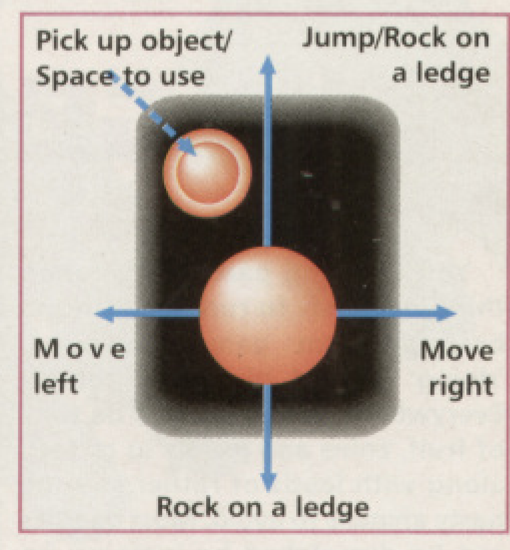
Once again we've managed to bring you a huge playable dem' from Psygnosis with more fun to be had than half-an-hour with Cindy Crawford. Maybe. Maybe not.

Puggsy is an intelligent chap, able to interact with just about anything he comes across, and must make use of, er... just about anything he comes across in his quest for 'finish the level-ness'.

The general aim of each level is to get out through the exit, but as you'd probably expect, this isn't always a simple matter; with puzzles to be completed and doorways to be opened along the way. The key to success lies in making intelligent use of everything around you. Objects can be used to stand on, to throw around, or even to catch onto the side of ledges too high to reach by ordinary means. To do this just rock up and down once you've caught an edge with your held object (you'll get the hang of it eventually).

Objects can be given a super throw by jumping and firing at your apex but other than that, it's all down to good old logical thinking. And a bit of luck.

Baddies roam some of the levels and can either be killed by holding a gun and hitting the space bar, or by throwing objects at them. And, of course, what game would be complete without the good old 'jump on their heads to kill them?' well not *Puggsy* anyway.



XMAS TIME
PD

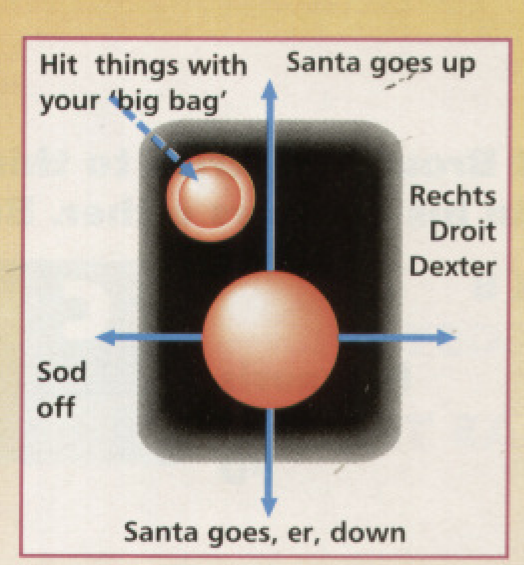


To be quite frank, I only recently wrote 350 words about this little PD game, and I'll be buggered if I'm going through all that again. So do me a favour — turn to page 102 and read PD Zone while I pop off down the pub, will you? Cheers. (Much jostling and punching of faces later.)

Oh, sorry about that. Apparently Simon thinks it's rude to be realistic, so I'm going to quickly go through it all again, even though it's about the most pointless thing since the Contents page (Do you like working here beard-face? Simon.)

You play the part of *Santa*, and you've got to work your

way around the screen collecting as many gift boxes as possible before the time limit runs out. The platforms will only allow *Santa* to pass in set directions (shown by the arrows) and gaps may also be used to drop to lower platforms. Should Santa find himself face to face with a 'jelly thing' (not that 'jelly things' have faces, I imagine) a quick tap on the fire button will make *Santa* splat 'em to hell with his large sack (chortle etc yawn). Have fun an' all that. (Nice job Matt; up to your usual standard I thought. — Simon.)



BANSHEE
Core Design

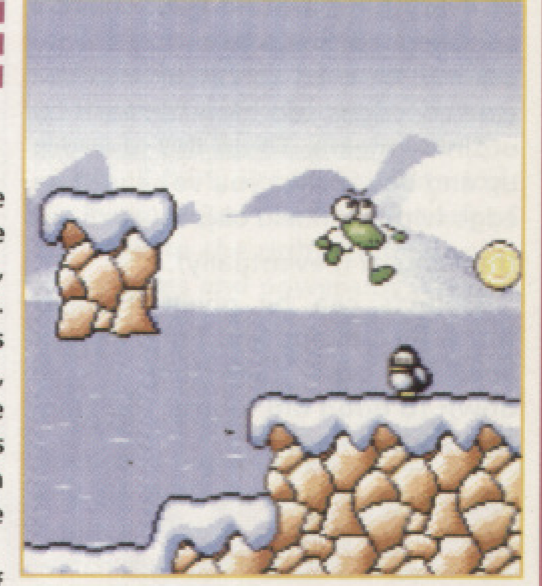


Now this is just what I need after three disks' worth of Boot Sector — something so easy to describe that it can be done in a matter of seconds. *Banshee* is the sort of game that takes me back to the days before RPGs and stuff, where you flew up, down, left and right. Oh yeah, and shot things.

Well that's what *Banshee* is, so I'll avoid patronising you with much more descriptive other than to say that your craft's status is shown in the bar to the left of the action, and power-up icons can be shot to cycle through the available effects. You can also hit the space bar to go into an emergency roll should things get too hairy!

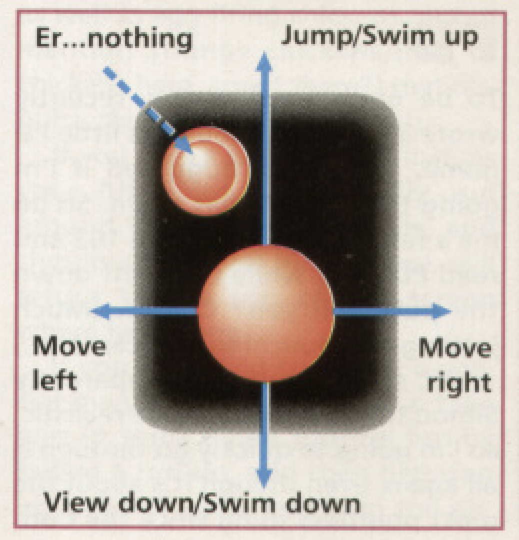
And, er, that's it!

SMIDGE
PD

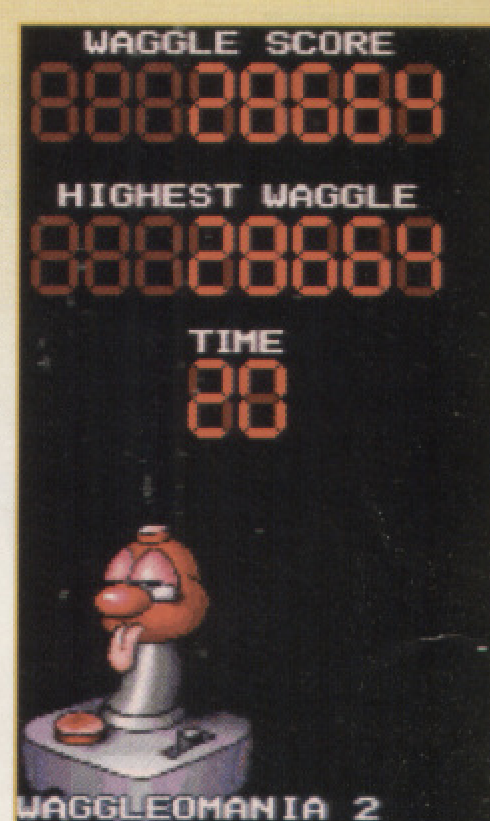


You play the part of a strange thing, who has to run about in the best platform game traditions, 'doing' lots of platformy things. Everywhere you go there'll be tons of fruit, coins and jewels to collect, along with loads of rather strange nasty animals to avoid. Most baddies can be dispatched by jumping on their heads, but watch out for some that have nasty sharp pointy backs.

Other than that, it's all fairly self explanatory, and nothing that you wouldn't have known anyway had Simon let me tell you to just read PD Zone. But of course let's not forget, he is a four-eyed git. (Oh very clever. Do you feel better now? — Simon.).



WAGGLE O MANIA 2
Team 17



Older readers may recall that the original Waggle O Mania caused quite a sensation when we gave it away a few years ago. Well, prepare to be knackered once again as we present this EXCLUSIVE joystick breaker from Team 17. So if you fancy a good old one-hand-workout (and I don't mean anything, er... well, you know, er.. saucy) then this is for you! I'm certainly not going to waste space explaining, because all you've got to do is be able to wiggle a joystick from left to right and back again as fast as possible. Oh yes, and lots of times.

The game can be either played as a one player 'score as much as possible in thirty seconds' affair, or as a two player 'who can get to the top first' race. Other than that, prepare to ache, and get going.

OH DEAR!

Due to the large number of duplicate disk made, the odd lad don't dance like he should. We're very sorry if you've got one of these, but don't despair, help is at hand. Whatever you do DON'T SEND THEM TO US! Instead, send them to this address with a SAE for 28p:

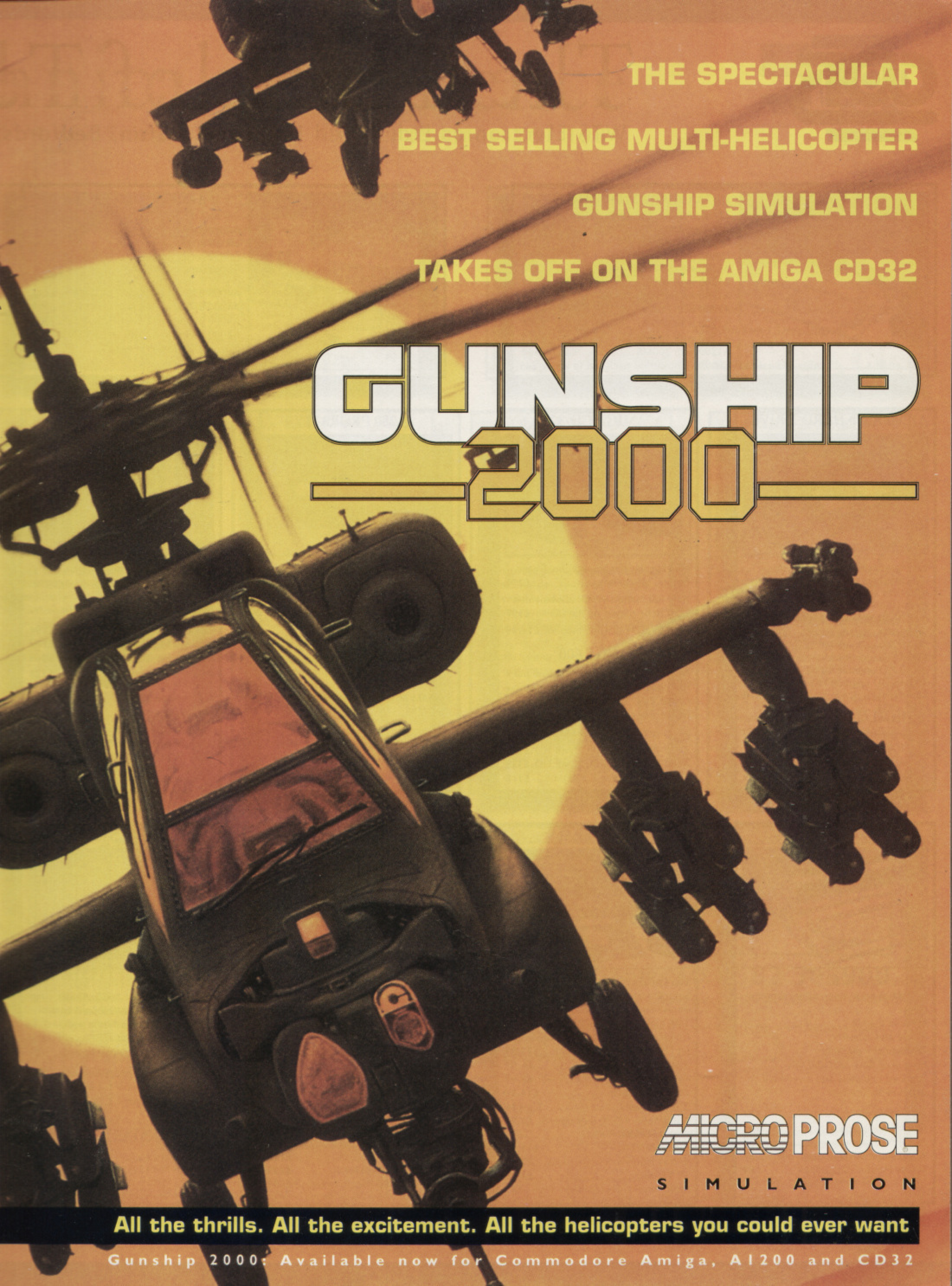
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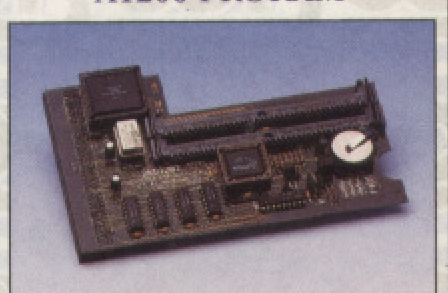
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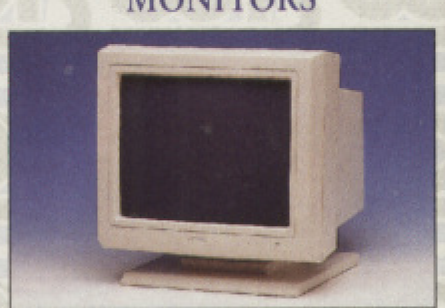


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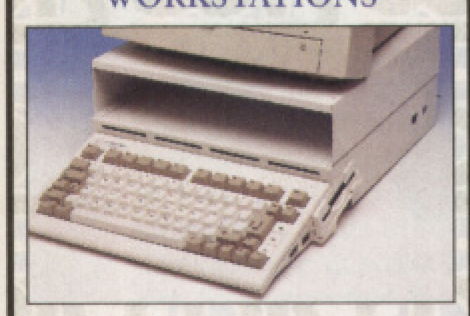
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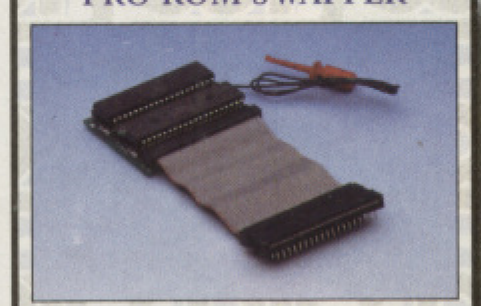
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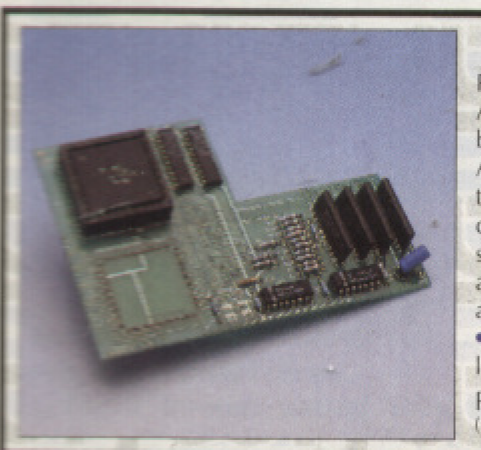
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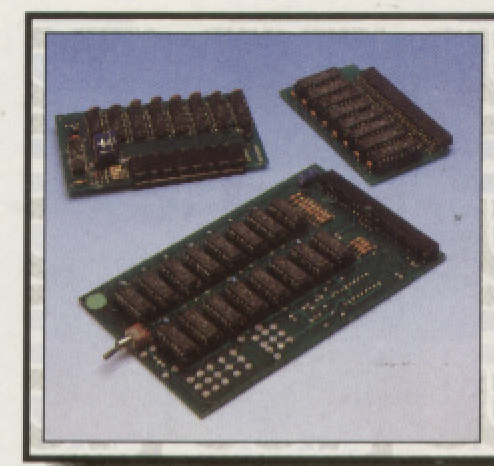
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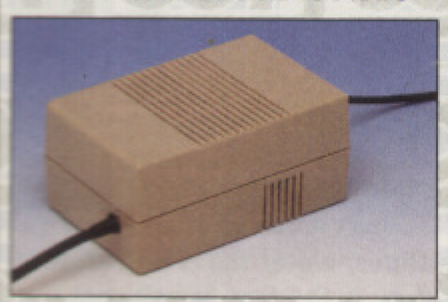
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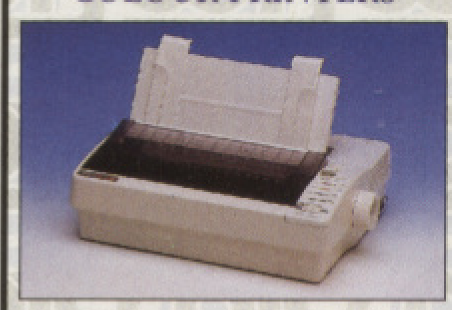
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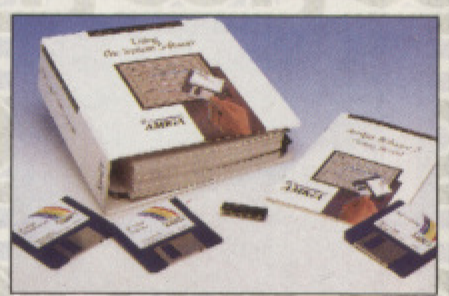
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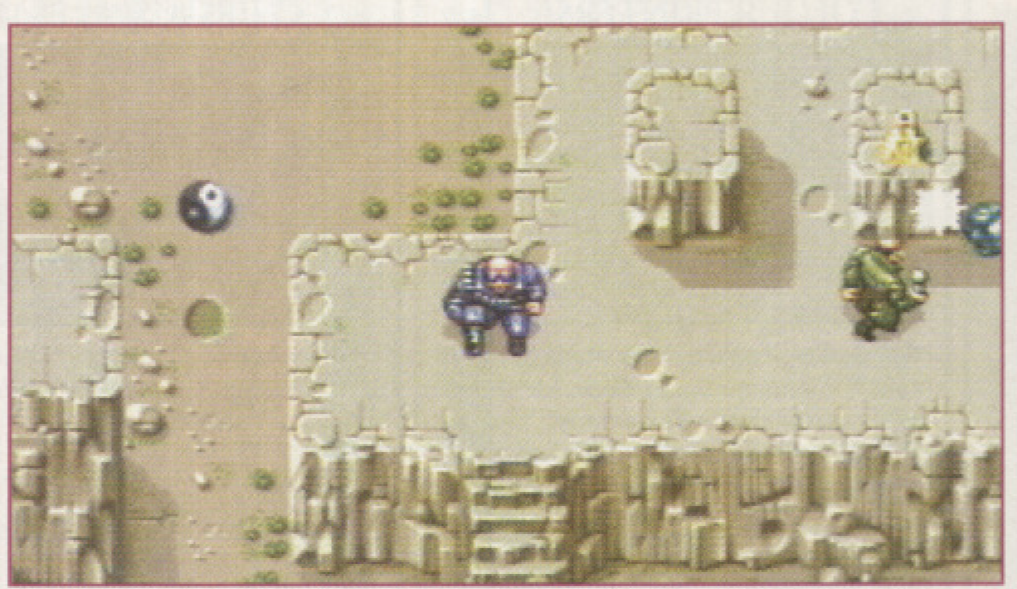
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NEWS

BUNDLE OF FUN





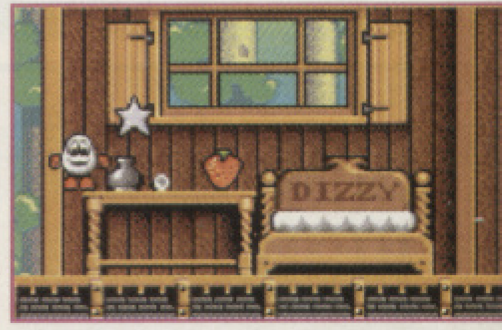
There's a wise old adage in the games business which says "one good bundle deserves another". Okay, there isn't. But what a fine way to introduce a story about the new CD32 Spectacular Voyage pack, announced just after the Amiga 1200 pack which we featured in last month's news. Okay it's not. But we were desparate.

Spectacular Voyage is a showcase for two of the best CD32 titles so far. Psygnosis' *Microcosm* is already a legendary CD game and although it has its critics, its technical quality does mark it out as something of a landmark. Renegade's *Chaos Engine* has already wowed Amiga users in its 1200 incarnation. Now it has its chance to do the same for CD32 twiddlers. See the review this issue to find out how fab it is.

While stocks last, Commodore will include the four games from the existing bundles in the Spectacular Voyage. That's six titles and one state-of-the-art 32-bit CD console for £299.99. Find us a better bargain than that and we'll be impressed.

This is the third CD32 pack, following the unnamed *Diggers/Oscar* bundle which launched the machine last September, and the Christmas bundle Dangerous Streets (with *Dangerous Streets* and *Wing Commander*). Spectacular Voyage is in the shops now.





YOU MAKE ME DIZZY

Codemasters has commited itself and its favourite offspring *Dizzy* to Amiga CD32. This summer will see the company's first two CD titles hit the shelves. They are all ports, but Codemasters has indicated that they may be enhanced for the new format.

Captain Dynamo, the platform puzzler featuring conveyor belts, rope slides, water tanks and all that malarkey, is the first. It will cost just £14.99 on CD.

Then there's the Dizzy CD Collection. If you bought this on floppy it would seize a hefty chunk of your shelf space and set you back £80. On CD32 this compilation of 10 games comes in a panatella-sized compact disc and costs £21.99.

The games featured are *Kwik Snax, Spellbound Dizzy, Panic Dizzy, Bubble Dizzy, Dizzy Prince Of The Yolkfolk, Fast Food Dizzy, Magicland Dizzy, Treasure Island Dizzy, Fantasy World Dizzy* and *Crystal Kingdom*.

A spokesman for Codemasters said further releases will be lined up if these go well. The highly acclaimed *Micro Machines*, which is being put out on PC CD-Rom, could be among them. So keep 'em peeled.

FLOPPY FLUTTER

There's no such thing as a sure thing, but ESP Software boasts that it will come pretty close with *Oracle Racing System.* Basically, this program recommends winning horses from its database after important details are fed into the software every month.

It all sounds pretty compliacated but ESP points to 146 winners and 62 placed horses from 245 recommended bets in its first seven months. Hang on, though — where's the catch? Well, it'll set you back £99.95 to start and, obviously, it's no good unless you're over 18.

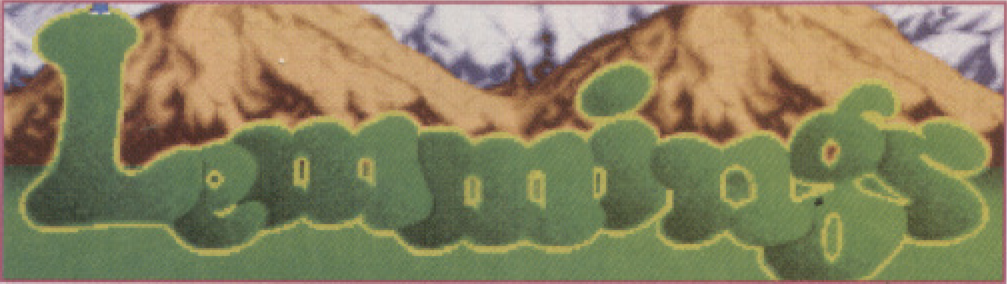
Oracle Racing System is one of the many mail order programs available from ESP. Others include the sports-sims Professional Football Masters, Stable Masters, Formula 1 Challenge and CricketMasters. With Football Masters you even have the option of playing by mail!

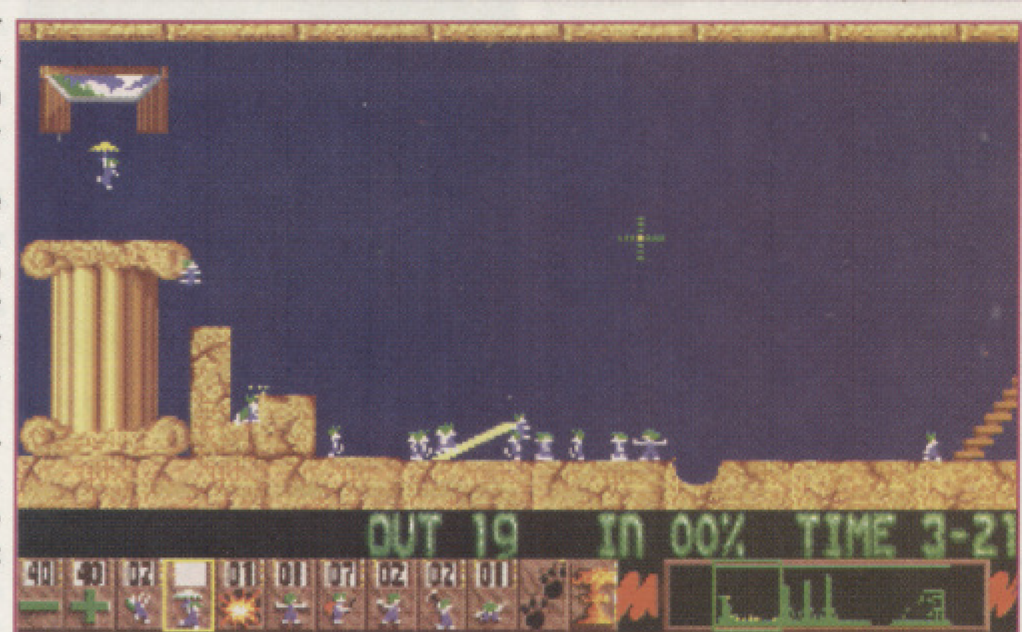




OH YES, CHEAP LEMMINGS







Green flowing locks have never been so inexpensive — Psygnosis has tied up a deal with Boots and WH Smith to sell *Lemmings* at bargain prices.

For a limited period only the stores will sell *Lemmings* for £14.99, *Oh No! More Lemmings* for £9.99, a double pack featuring both for £19.99, *Lemmings 2 The Tribes* for £19.99 and a limited edition *Lemmings 1* and *2* for £29.99.

The promotion is collected under the banner *Lemmings* For Breakfast. There'll be a special coverage on The Big Breakfast. But you'll need to get up really early to catch that..

MONITOR DROUGHT AT AN END

The monitor shortage which has plagued Commodore since Christmas looks set to end all at once. ZCL, a distributor which supplies products to retailers, has just announced the availability of the catchily named Microvitec Pro Graphics Multi Sync monitor. It is a high-spec piece of kit designed to exceed the performance of the 1942 which is the preferred monitor for Amiga 4000 users. Meanwhile Commodore has just replenished its stocks of 1084s. Supplies ran out following a jump in demand when Philips pulled out of the Amiga monitor market just before Christmas.

Wasn't that interesting?

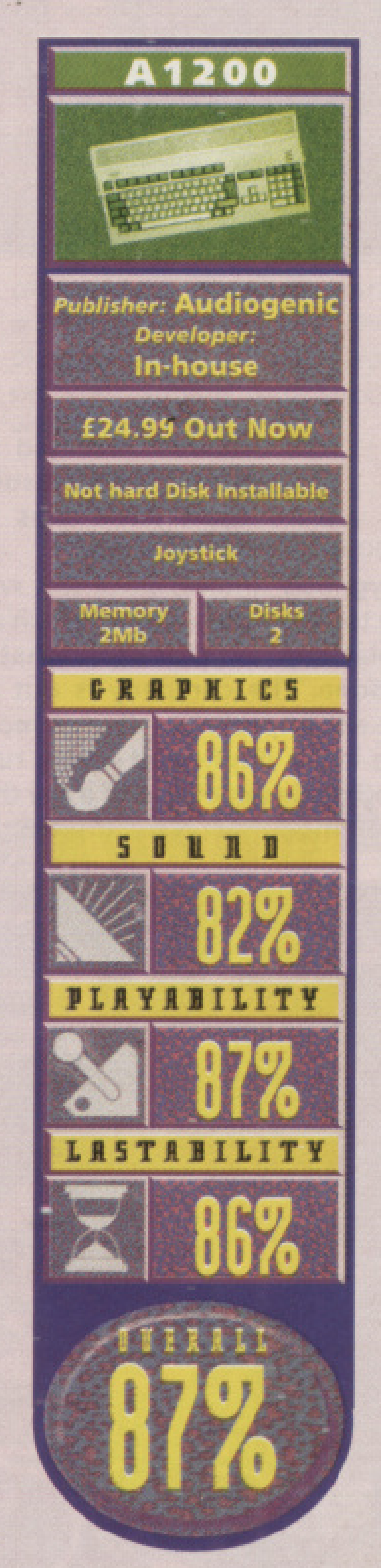


FREE VERDICT PANEL!

Yes it's true. Last month we decided that we didn't want to print the correct Veridct panel with the scores for *Bubble 'N' Squeak*. Oh no, we were being cool and hard and funny and lots of other things like that.

Oh, all right, we messed up. But the truth of the matter is no-one here at *The One* noticed until someone claiming to be called Brian Lowe from Midsomer Norton wrote to us to point the error out.

We're not ashamed to admit we make mistakes. But we don't necessarily want anyone else to know about them. So printed below this text is another Verdict panel with the correct scores for *Bubble 'N' Squeak*. We'd like you to cut it out and glue it over last month's review so that no-one else finds out. Remember: it's our little secret. Thanks.



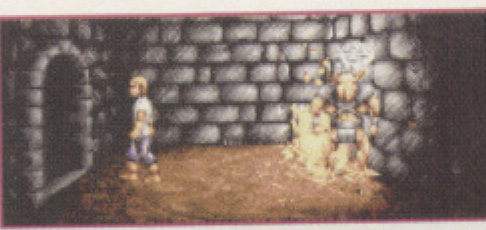
REVOLUTION TWO

Virgin Interactive has put its money where its ideas are by buying a stake in Revolution Software.

Revolution, the Hull-based adventure specialist, has had its last two Amiga games *Lure Of The Temptress* and *Beneath A Steel Sky* published and marketed by Virgin Interactive . Now, the games giant has acquired 25 percent of Revolution in an effort to take on LucasArts and Sierra On-Line. Which we're sure they'll have no trouble doing.

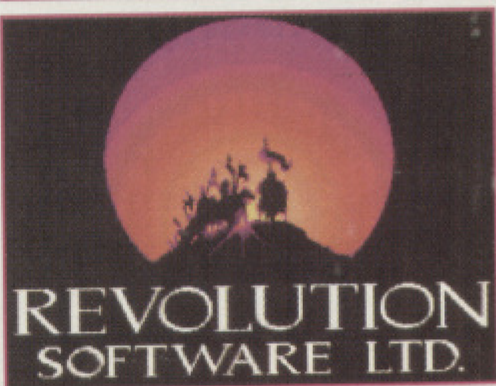
Revolution's boss Charles Cecil said the deal offered: "the opportunity to exploit new technology and fulfil our ambitions in state-of-the-art games design."

Two more titles are under way from Revolution. Virgin is sure to put its not inconsiderable marketing muscle behind them. It has already booked up Dave Gibbons, the awesomely talented comic artist behind Beneath A Steel Sky, for special signing sessions.











GAME DESIGN BY DEGREES

Games design will line up alongside medieval history and agricultural studies as a legitimate degree course from this coming September.

Follwing an initiative by Domark's European Distribution Manager Russell Ferrier Middlesex University has agreed to establish the degree, the first of its kind in the UK.

Applicants will be financed by software houses. That means cash for course fees, accomodation, Suede records, dreadlock hair extensions. However, it's unlikely that this cash will be spent on personal hygiene products

Ferrier said: "It'll put the United Kingdom on the map. We're leading where the other countries are not. Japan is the only other country with the development bank to enable courses like this to exist."

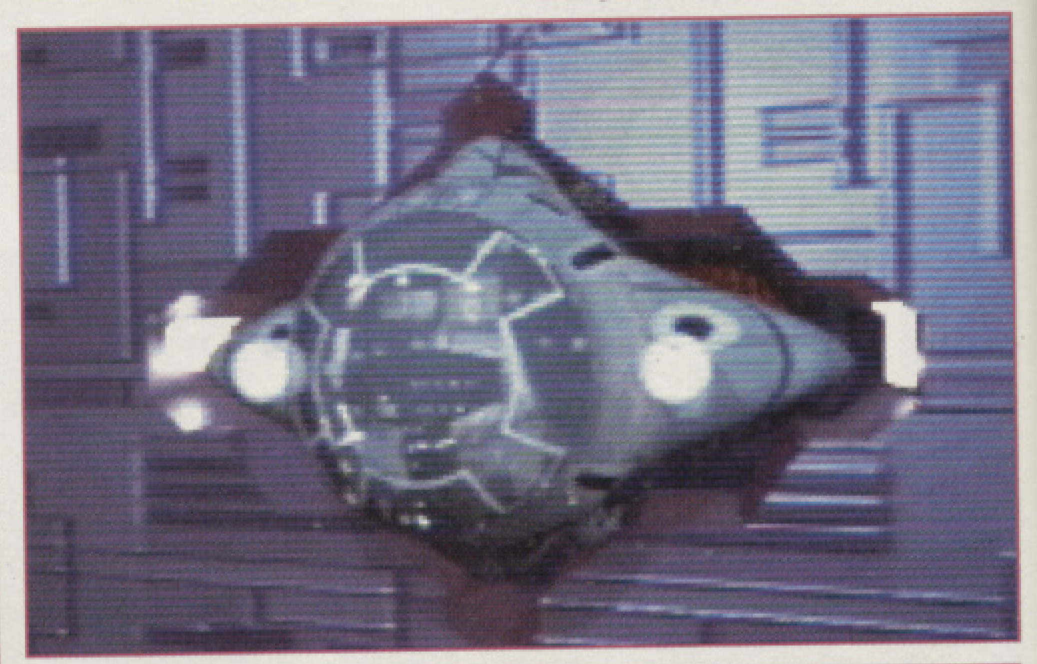
MICROSM TOPS CHARTS

MICROCOSM

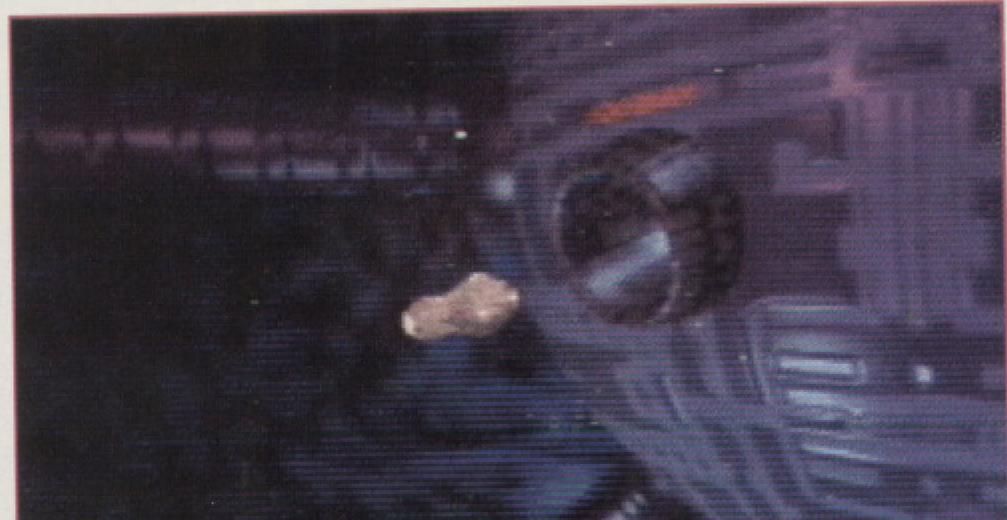
Microcosm has rocketed to the top of the CD32 software chart with sales of 16,000 in its first few weeks.

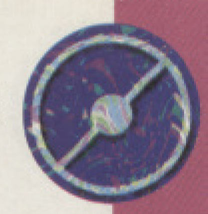
Psygnosis' (inner)space-sim was expected to cause a major splash on the platform and that's just what is has done. The company is out of stock and expects to sell even more when it has duplicated a new run. *Microcosm* is something of a key title for Commodore. It is featured in the latest bundle and has been named as the 50th title in the ever building software roster.

Last month we reported that CD32 had topped the CD software sales chart for the first time. It looks set to stay that way. By mid-March CD32 had cemented its position with a 44 percent share. In the coming months new titles will include *Jungle Strike*, *Kick Off 3*, *James Pond 3* and many more.







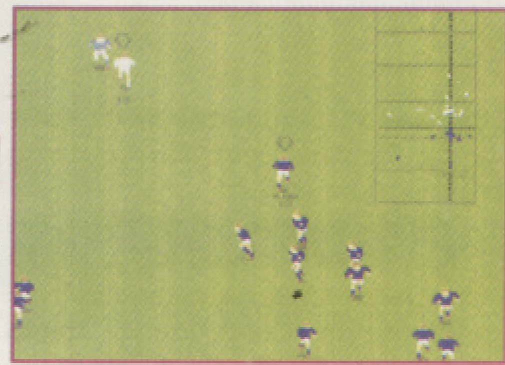


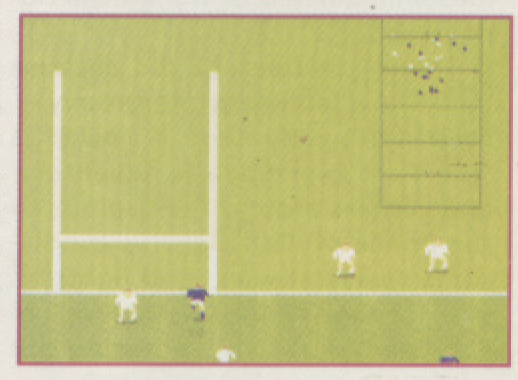
AUDIOGENIC-THROUGH TO WEMBLY!

The majestic thrust of the twin towers, the regal sweep of Wembley Way, the deafening roar of the capacity crowd, the fragance of overpriced hot-dogs. Yes Wembley is more than just a sports stadium. And now its name has been snapped up by Audiogenic for a series of new sports-sims to be released later this year.

Wembley Rugby League will be available on Amiga 1200 from the week before the Rugby League Challenge Cup on April 30. No price has been finalised. *Wembley International Soccer* will be launched on the 1200 and CD32 a week before the Cup Final on May 14 at £29.99.

Both titles feature two gameplay alternatives — the bird's eye view or the standside TV-style view — and will probably very different to the screenshots shown here because they are taken from a very old Audiogenic game. The company says more Wembley games will be announced later this year and you can be more than sure that keep you posted. Let's just hope we have more luck with the screenshots.





NO MORE SINGLE TASKING FOR TONY

With my Amiga I honour you, with my Amiga I worship you, and all the Amigas that I have I give to you".

Okay, these were not the words with which Tony Cooper married his fiance Janette (we don't know her surname, I'm afraid) in Portsmouth on March 19 — but they might as well have been. The adoring couple first got together when their eyes met across a keyboard two years ago.

Both are complete Amiga nuts and it was after Tony did a bit of a repair job on Janette's printer that sparks started to fly. Now, their two Amigas are as one. Sort of.

Amiga based romance comes as no surprise to The One team because we're so . knee-deep in 'babes'. No, really — I spoke to a real-life girl the other day in the supermarket and everything. So ignore those playground taunts keep playing on your Amiga and success with women will come.

SUPER HIGHWAY JAM

Experts have predicted long delays to building work on the by now infamous "information superhighway" which many predict will be the future of computer gaming.

A succession of industry analysts poured cautionary cold water on the suggestion that there will be a mad scramble to build digital routes into people's homes at The Age Of The Digital Home conference in London on March 23/24. The "superhighway" would cash in on digital technology to deliver movies, TV, shopping, banking, infotainment (eek, crap new word from America alert!) and, of course, games, straight down a single cable and into the living room. The idea is that you would call up a menu on your TV screen, click on games and scroll through all the available choices. When you've selected the one you want it is downloaded into the "set top box" which sits on the telly and controls all this technology.

Well, that's the idea. But loads of lawyers, economists and academics say goverment regulation, confusion over royalty payments and technology feuds will slow it all up. Then there's sheer consumer bafflement. One specialist showed figures which said that 77 percent of people have never used a fax and 66 percent have never used a PC. The great unwashed public don't appear to like technology very much.

Technophobia won't stop the multinational corporations. Companies like BT, Cable & Wireless and Bell Atlantic want to build the digital superhighway and various experiments are taking place as we speak. BT has a 'video on demand' experiment going in East Anglia, Microsoft is doing a test case in Seattle while Silicon Graphics is hooking up 4000 homes in Orlando. So it should be over here by the 23rd century, then.

NO MORE SILENT GAMES

Terry Carrington is not a man who gives up easily. Andy Nuttall — our new egg — was settling into his job quite nicely until Terry decided to ring him up. "Have you seen the disk I sent you?" inquired the voice over the phone.

"Er, no — I haven't had time," explained fresh-faced Andy, rather apologetically.

"Well I think you should," shouted Terry, "because our game, *Valhalla and the Lord of the Infinity* really is quite good."

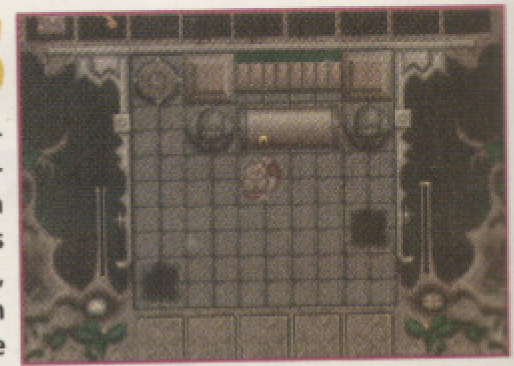
Andy muttered something about possibly doing it later and moved on to other things. "If that git thinks he can force me to look at a disk just because CU Amiga thinks its quite good then he's got another thing coming," he sobbed.

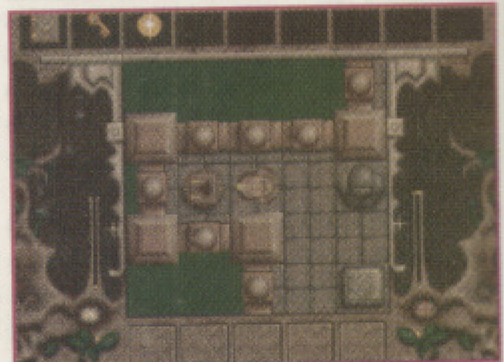
When we explained that even the Yellow Pages has more Amiga games knowledge than we do and as such anything the 'Great God CU' thinks must immediately be right, he decided to act.

Thank goodness he did because *Valhalla* is looking quite groovy — even at this early stage. It's billed as 'The First Ever Speech Adventure' and centres around the exploits of the Prince of Valhalla. This cuddlesome character walks and fights his way through four massive levels of top-down arcade adventuring but the difference here is that he actually speaks to you. Vulcan is claiming that the main character has a vocabulary of over 1000 — that's one thousand — words! To top it all, the company claims that even though there will be at least five disks full of speech, there'll be no disk swapping during levels! I know — incredible, isn't it?

We'll be taking a more in-depth look at this promising game next month, but in the meantime take a look at this screenshots.

Oh, one last thing, Terry: we're sorry truly we ever doubted you. A bunch of flowers will be dispatched in due course.





VIDEO CD BUILDS UP CASTLE

The first signs of genuine activity on the Video CD front have emerged in the shape of three releases from a company called Castle Communications.

Castle, apparently, is a long-established video and music label with a huge catalogue of programming. It has declared itself completely sold on the Video CD revolution and is busily lining up literally hundreds of releases on the new format.

The first three will be available on April 18. They are *Pavarotti Nessun Dorma*, *The History Of Aviation* and *Dinosaurs Myth & Reality*. Prices will be set by individual retailers but Castle expects them to settle at around £15.99.

Regular *The One* readers will know that Amiga CD32, with the addition of a full motion video module, is one of only three currently available Video CD platforms. The others are Philips CD-i and PCs when fitted with a special card (we really know what we're talking about, don't we?).

But CD32 is gaining particularly high praise from new developers. Castle's Iain Davie said: "It's a long and detailed process encoding discs for all the different platforms available but the CD32 has been the easiest of the lot by far and the results have been truly impressive."

All the above titles are linear (like videos rather than games) but they will have all the CD benefits like skip and search.

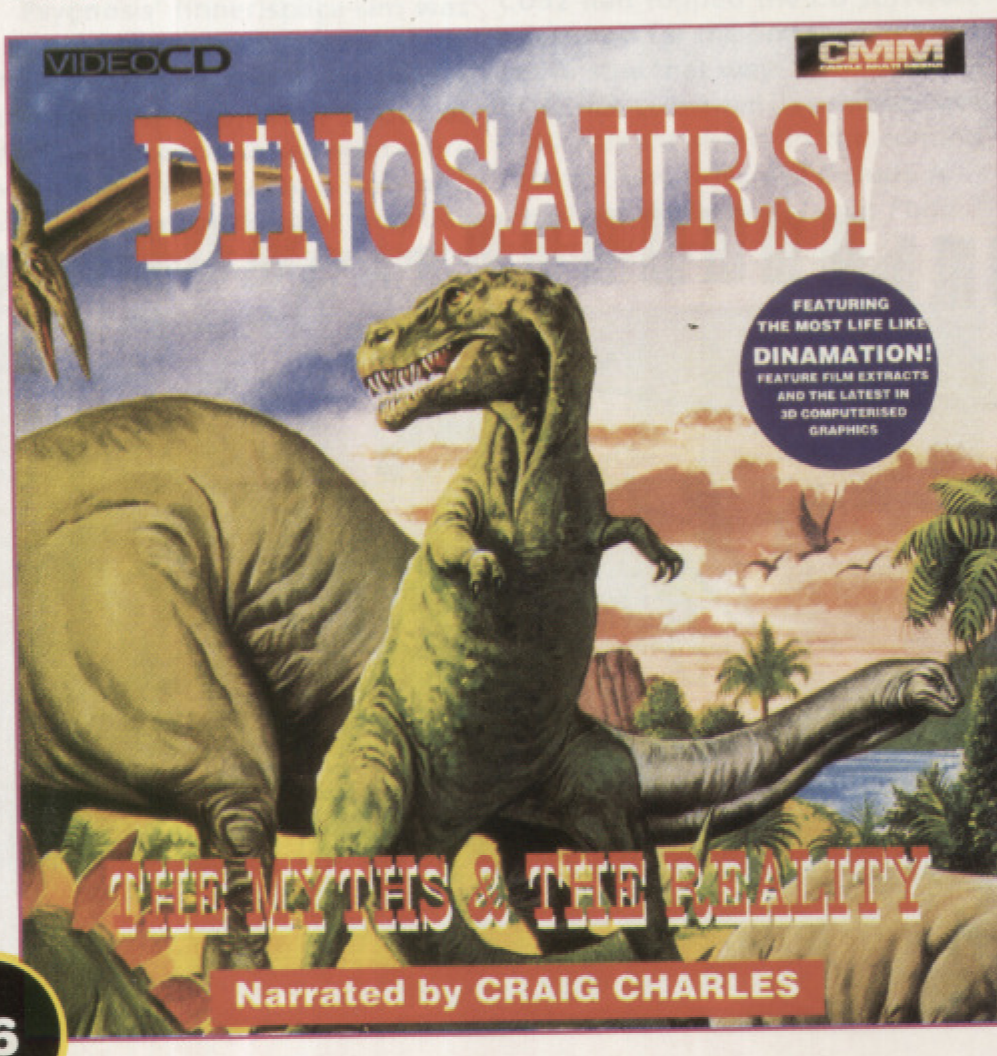
Further ahead Castle will release three more 'edutainment' titles on May 16 and some additional music titles by July, with artists like Alice Cooper, Iron Maiden, Aretha Franklin and Spandau Ballet to be included in its portfolio.

The three other music companies commited to Video CD — BMG, PolyGram, and PMI — haven't announced release dates yet. But discs featuring Tina Turner, David Bowie, Eurythmics and Iron Maiden are expected by June.

Meanwhile Philips has announced its intention to publish discs in the universal standard for the first time. Previously its FMV movies were all tailored to CD-i (even though CD32 still played them) but now the company has adopted the standard just like the rest of the industry.

A company spokeswoman was unable to supply any details of which titles we can expect to see but Philips has good links to the film studios, so there could be some great movies among them.

* Commodore's CD32 full motion video add-on is still some weeks away from being widely available. Engineering complexities have held it back from the market since early 1994 but it should be with us this month. A few hundred were shipped out in February.





Letters

I can't believe how many letters almost qualified for the now prestigious Git of the Month Award this month. There really are some sad and twisted readers out there. Of course, we love the opportunity to be condescending towards you all so from next month we'll be giving away a software prize to the sender of the letter which annoys us the most. So get your letters in to: Letters, The One, 30-32 Farringdon Lane, London EC1R 3AU.

GIT OF THE MONTH

*As is traditional with our **Git of the Month**, we have reproduced the 'winning' letter exactly as we received it, typographical errors, grammatical mistakes, dodgy spelling and all.*

A COMPLETE GIT

Dear *The One*,
I am writing to you because I think I cost you Allot of money. I went to my local newsagent and bought one of 2 of my favourate magazines yours, and when I got home and started to read your magazine I saw that your W.I.P. was printed twice and half of the mag was missing so I gave my newsagent a call and told them what was wrong and he said he would get in touch with his agent and put the word down the line to stop the mag.
I hope you gave your publishers a good b*****ing for this ginormous error or for all you thickies ot there a great f**k up, you would of thought that they would of checked the mag first to see if it was okay before they pushed it out. When I saw what had happened to your BRILLIANT mag I was devastated on a missed out of a good read, this is the first time I have ever written to a magazine so for this great deed I've done for you and all the other *The One* readers, The One thing I've got to ask is "Do I win a prize".

Alan White
Manchester

Yes — a prize for being the biggest git yet in our two-month old feature. For one thing, get your English language sorted out before you start using profanities, because it isn't big or clever. For another, your statement "for all you thickies ot there," deserves nothing more than complete derision, because you're obviously the thickest git on the face of Earth. But thanks for writing, and – hey, do keep reading The One*.*

*However, Alan's accolade as **Git Of The Month** was in jeopardy when we received the following letter which, once again, is reprinted in all its glory...*

ALMOST A GIT

Dear sir/madam,
On the 3/12/93 I wrote to you ask for advise on a certain subject. Now nearly two months later I have not receaved a reply.

I would of not been surprised if I had not enclosed an SAE along with my letter.

Your company is badly organised and so must be of a very low standard

indeed.

After not hearing a reply I have cancelled my subscription to you magazine.

D. D'Alessandro,
Cambridge.

Right, Mr D'Alessandro, let's take things one at a time, shall we? Firstly, we don't answer letters personally. Ever. Not even if you send two stamped addressed envelopes as we state fairly frequently. You see we're far too busy writing the magazine to contact you personally. We'd love to, but there'd need to but there just isn't time to write back to everyone individually. Secondly, why would the fact that we didn't reply encourage you to cancel your subscription? As subscriptions are paid for in advance, don't you think your reaction is perhaps a little over-the-top? Not to mention wasteful. We've still got your money but you haven't got your copies of The One*. Thirdly, you're a git. Who's smiling now?*

CAME CLOSE, BUT...

Dear *The One*,
This morning while I was waiting for my back orders 'Scantily Clad Viking Babes' to pop through the letter-box I happened to be reading your review of *Simon the Sorceror* in the February issue edition.

Well, let me tell you right that I was bloody disgusted — not with the game, but with your comment: "If I'd wanted to kiss a pig I would have gone round Björk's house."

What an insult! She's a picture of beauty, she is. So look, be told, matey. Any more remarks like that and I'll be forced to come down there and duff you in.

Lord Thrombosis Grunttock IV
(Nigel to my mum and dad.)

Björk's not a picture of beauty, she's someone who looks like her face has been ironed. So why don't you be told, matey? And one final git — again, exactly as we received it...

LAST MINUTE DASH

Dear Gits and Gitettes at *The One*,
firstly simon is a real gimb he didn't actually think that frontier was as good as desert strike what a p***k! Anyway I thought of some new origins of Atari ST's. The Atari is a bike ramp for all those stunts you do on your bike or a Axel stand for mechanics, or it is the best piece of fire wood around, or it used to port over C64 games, or the people at Atari made the ST as a joke but they forgot to tell people!

Oh, yes can anybody produce a cheat for Bubble Bobble or mousetrap? Why does not a software company produce a cheat a game of Warhammer where you controll little army of people who kill each other yes?

Oh my god is that the time its time for my daily blast of frontier Bye!

Michael O'Conner

*Ha ha ha ha ha ha ha ha ha ha ha ha ha ha. It has to be said that your letter contained the most reasoned argument we've ever seen: I'm a p***k because I prefer Desert Strike to Frontier. Right. Ever thought about becoming a politician? Or a comedian? Or are you too good at being a complete git?*

OFF TO THE STATES-

Dear *The One*,
I'm a proud owner of an Amiga 600, and an avid reader of your magazine. However in a couple of months I'm emigrating to the USA and I'm resigned to losing my Amiga and my precious software collection.

Could you please print the address of *Amiga Game Zone* magazine (the American mag as featured in *The One* April), and also the address of a CD32 dealer in the US.

Thanks for your help, and thanks for being the best Amiga mag around. I'm going to miss you.

Robin McCanley
Co Antrim.

Don't get too disheartened, Robin — you should be able to buy your copy of The One *in the States, if you shop around. Anyway — why not take out a subscription? It'll cost you £75, but you can rest in the knowledge that* The One *will be delivered by Airmail to your door. Hurrah!*

Amiga Game Zone, *by the way, can be contacted at:* AMIGA GAME ZONE: *103 W. California, Urbana, IL61801.*

I'm afraid I haven't got the address of a CD32 dealer in The States. Sorry.

OVER-RATED

Dear *The One*,

I am constantly bombarded by undeserved Team 17 praise. I'd be the first to admit that they released six excellent games in a row at the start of their rise to fame (namely *Alien Breed*/*Alien Breed* '92, Project X/Project X '92, *Assassin* and *Superfrog*). *Superfrog* was superb but then it all went downhill as the team became complacent about their success and released the dull *Body Blows*. Okay, it was better than *Street Fighter 2* but *Mortal Kombat* shamed them both, even though *that* wasn't exactly perfect. *Overdrive* was playable but lacked imagination. *Cardiaxx* was, in a word, crap but *Qwak* was smart. *Body Blows Galactic* had some screamingly-good ideas (i.e. the futuristic characters and settings) but was implemented appallingly.

But the thing that has really annoyed me is the way you over-rated *Alien Breed 2*. It's almost exactly the same as the first game: the extra weapons are nothing but a graphical alteration, the graphics haven't been improved much (you said the Intex system was brilliant), and there's little else new except gun turrets and shooting aliens. Like, wow, I bet that took some thought. If you want a *Gauntlet* clone, *The Chaos Engine* utterly outshines all *Alien Breed* games in EVERY department. Surely this is obvious?

Stop this propaganda right now before I start reading another magazine.

On a less furious note, I feel terrible. The March issue was Dave's final Amiga fling and the 'Letters' page was full of people slagging him off! I even joined in by saying his January 'Next Month' pages was crap. He wasn't a bad old stick, you know. Fat, yes, but not a complete git like some working at *The One*. So come on, hands on hearts: "God save our blubbery Dave, long live our chubby Dave, God save our Dave..."

One final thing: Now that Dave has gone, are there any jobs going free?

Stephen Boyes,
Cleveland.

I refuse to get drawn into the "I don't agree with that particular mark" debate because at the end of the day an overall score is awarded by a single reviewer. I personally think that Alien Breed 2 *and* The Chaos Engine *are two exceptional games, with neither being better than the other. You feel differently — fair enough. But don't expect me to write to you complaining about your opinions, this is a democracy after all. As for your job inquiry, I'm sorry but we're fully-staffed at the moment. Just one small piece of advice, though: whenever you do apply for a job, don't imply that you think someone at the company you'd like to work for is a git because it won't get you very far. We don't mind but we're sure other people might.*

DANGEROUS MARKS

Dear *The One*,

I would like to complain about the ratings given to *Dangerous Streets*. They were far too high! The graphics were so crap I couldn't make out where the backgrounds ended and the sprites began.

So here's just one tiny message to Simon Byron. You over-rated the game and I feel sick. But I still think you are the one and only proper games magazine.

Alex Mackinnon,
Brighton.

Hmm... Okay, I would now like to officially reduce the marks awarded to Dangerous Streets *as follows: Graphics: 2%. Sound: 2%. Playability: 2%. Lastability: 2%. Overall: 2%. Feel better now?*

LOW LAUGHS

Dear *The One*,

I've written in to say that I disagree with Glenn Turner from Derby and his views on low-rating games. Although I partly agree with him about precious space in your magazine being wasted with games that are crap, I find great enjoyment from them. While Mr Turner may groan when a game getting under 30% takes up a page, I give a cheer and quickly read 'The Verdict' to see how you have slagged the game off using sarcasm and colourful metaphors.

"Euro Soccer is crap — you've got more control over the population of Africa than the ball in this game." — *Euro Soccer*, 26%.

"Bloody hell, this is awful! This is one mutt that should be tied to a barn and and shot with a double-barrelled shotgun." — *Huckleberry Hound* 17%

"I'd say the one disk's worth of *Dragon's Lair* has twice as much playability than all of the events found here put together." — *Super Sports Challenge* 14%.

This is what makes *The One* stand out from the rest of Amiga magazines currently available. Magazines such as *Amiga Computing* have no sense of humour, and if they did it would be "Have you heard the one about the 33Mhz Accelerator?"



The One is in a class of its own and will surely kepp going a lot longer while other magazines collapse by the wayside.

Jonathan Clarke,
Swansea.

Ta for the compliments, Jonathan, it makes me fell all warm knowing that for every ten gits there's at least one reader who likes what we're doing.

SIMULTANEOUS ACTION

Dear *The One*,
Recently, my brother and I managed to link our A500s together with a home-made null modem cable and as a result I am very interested in games which have a link-up option like *Battle Cars* and *Stunt Car Racer*. Do you know any other games with a link-up option which are worth spending money on? If so, are you willing to mention them... beneath this letter... just before it's published in *The One*?

A.C. Bol
The Netherlands

P.S. Did David really go to the Caribbean?

Our favourite two-player modem games are, in no particular order: Knights of the Sky, Skidmarks, and Lotus Yes, David did go to the Caribbean. The fat git.

ARE YOU DISAPPEARING?

Dear *The One*,
What the hell has happened to your superb magazine? Firstly, you put the price up to £3.95 which isn't too bad, but a couple of months later I was horrified to discover that the February issue had diminished from a healthy 130-odd pages to a terminally ill 114 pages. Maybe you thought you could sneakily pull off this stunt, but I've spotted you. I hate to go on but I had to sell one of my arms to subscribe to your magazine and I'm writing this letter with my right ear.

Talking of subscriptions, can I just say thanks for sorting out a decent subsription offer at last. Thanks to you I now have a copy of that corker of a game *Alien Breed 2*.

Lastly, and this is for the guys at Sensible Software, please implement the offside rule in *Sensible World of Soccer*, even if it's just as an option.

Peter Allan,
Liverpool.

Unfortunately the Amiga games scene is so up and down at the moment that it's often impossible to put out an issue with as many pages as we'd like. We always try to create the best value for money package we can but we're in the hands of the gods as far as review and preview material is concerned. However, this isn't anything new — the same thing happened around this time last year.

DON'T TAKE ON SO

Dear *The One*
Why do you let people like Mr. Superfrog wind you up so much? After reading his letter I got the impression that most of the crimes that Mr Frog bragged about were made up?

The guy has obviously gone out of his way to annoy you, and he most definitely succeeded. You say in your reply that you don't feel any anger towards him and then spend the rest of the page slagging him off. You really shouldn't take everything so seriously you know.

The One is a great mag and your sense of humour is what sets it apart from other mags. Mr Frog is obviously an idiot with a perverted sense of humour and you do yourself discredit by even printing his letter, never mind ranting and raving about it.

Paul Brown
Leiston, Suffolk.

PS: Now Dave's gone who are you all going to take the rise out of?

Let's answer your questions in reverse order. Lastly, everyone is going to take the rise out of me from onow on, which unfortunately is something I'm just going to have to get used to. And firstly, we weren't exactly being serious when we replied to Mr Frog. We just like talking down to people and he gave us ample opportunity to do so.

ZAPPO CHAPPO

Dear *The One*
I was reading David Welcman's letter in April's issue. He couldn't choose between the A1200 and the CD32 and asked your advice.

Well, your reply was that Commodore has no plans for a floppy drive for the CD32. But didn't you lot bother to check with anyone? Couldn't you even phone David Upchurch [David *who*? — everyone] and ask for his view — though, let's face it, even he would have probably given you the wrong info.

Well, Mr Welcman, there is a floppy for the CD32 and it's called the Zappo External Floppy Drive. Also, you can buy a keyboard, which turns your CD32 into an A1200 Great eh? I hope this information helps you to reach your decision easier, that's if you've not already made it.

You'd better watch out, Simon, more mistakes like this and I'm sure Matt would be only to happy to take-up the editor's job.

Chris Hyde
Edinburgh

PS. Did I tell you that you can also get a memory expansion for your CD32? Well you can.

Erm... I do my best when it comes to answering technical queries, but I'm the first to admit that I'm not really that up on my hard drives, external floppies and other such subjects. Okay, so I appear to have got something wrong. But if you're really that interested in the technical side of the Amiga then you're reading the wrong magazine. If you haven't already noticed, we write about games. And that's it. Sorry.

SEEDY PIRATES

Dear *The One*
Haven't any software publishers realised that CD32 games are as easy to pirate as their floppy counterparts? If they continue to throw their old games onto CD as budget re-releases, you can bet your life they'll end up on a bulletin board as a file you can run from floppy. It's only with CD32-only games like Liberation where pirates find problems, because the source code's so huge.

John North
Uxbridge.

Well pointed out, Adam. However, most CD32 publishers do know that already. But, on the budget side of CD, they have already released the floppy games some years ago —and so they're already on bulletin boards. Also, most full-price re-releases have CD-quality music, or large animated intros added, which usually increases the code to an unpirateable size.

I HATE RPGS

Dear *The One*
Why, oh why, oh why do some other magazines review games which obviously aren't suited to them? Almost every other magazine I buy begins at least one review with "I really hate RPGs" or "Why can't platform games ever be more exciting?" It's appalling, and I'm sure it's not doing the buying public, or the magazines, any good. It's because of this that I'm only going to buy The One in future. You make me laugh, and you're always honest. Keep it up.

Paul Stevens
Hemel Hempsted

Hey — thanks Paul, a nice crisp Ayrton is in the post. We like The One as well, and it's the only one we buy, so we feel for you mate. No, seriously; the problem is that each magazine has a certain number of writers, and sometimes a game comes in which doesn't really suit any of them. But, the game still needs reviewing, and somebody has to do it. Usually it's Matt. No , ha ha — at The Soaraway One, we're pretty much suited to reviewing games of any genre, and damned proud of it we are too.

WHO'S A GIT?

Dear *The One*
Have you noticed how many times you use the word 'git'? Can't you think of any other terms of abuse? I know you can't use really naughty words, but what about 'turd', or 'twerp' or, even 'prat'. Last month (April) I counted 27 'gits' in your magazine and I think I may have lost count somwhere in the Review Section. As for 'Git of the Month', well that just underlines my point. Why spoil an otherwise erudite magazine with the repeated use of a word, which you won't even find in the dictionary. Call yourselves journalists — real writers have more than one disparaging adjective at their disposal.

Barry McLuskie
Fife.

*Well, you know what's coming now, don't you Barry. You're a complete git, aren't you? Anyway, the Chambers Dictionary defines the word 'git' as: 'a person (used contemptuously); a fool; a b**tard — See also under get (noun). [get offspring, brat].' But Baz me old mate if you want a precise definition, may I suggest that you take a good look in the mirror! Ha! My God we're clever sometimes, aren't we?*

STOP PRESS!

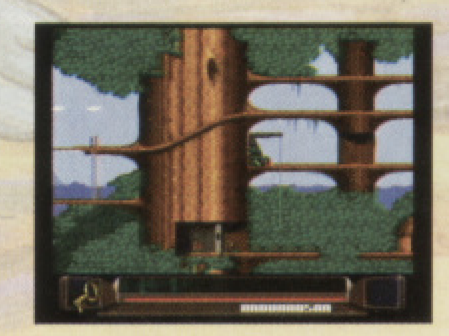
We've just received a letter from Jason Marchant which arrived slightly too late to make it into this issue. For your information, Jason disagreed with the April's'Git of the Month Award' and the Next Month page which ridiculed the sender of a letter to Jenny. Having read this, we all conceeded that, yes, we were a little harsh. So, by way of apology, next month we'll be having a 'nice' issue. This means that you'll be able to say anything you want about whatever you want and we'll be nice back. Who knows, we may even get so sycophantic that you'll be begging us to return to normal. And as an extra special thanks, we'll award a software prize to the sender of every letter we print. So put pen to paper and get scribbling...

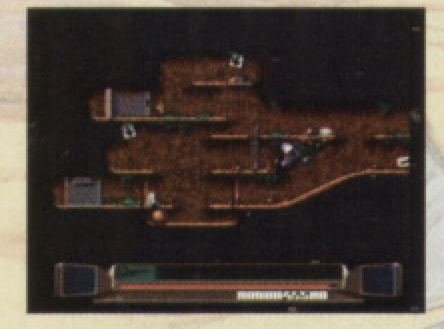
BENEFACTOR

Roving rescue action from the creators of 'Pinball Fantasies'

What makes him so good?













Psygnosis Ltd, South Harrington Building, Sefton Street, Liverpool L3 4BQ

GET YOURSELF CONNECTED!

Thanks to BBC2, there's a new computer show on your tube. Not only did Matt Broughton get to spend a day with the lads and lasses involved, but he also managed to pick a day when they were filming in Bournemouth. Imagine how sick Mr Byron was!

You have me at a disadvantage, dearest reader. For as I write this, the first of a new television series has yet to even be edited together; whereas whilst you read this, a couple of programs will have already been screened. Lucky you!

Yes, as of April the 13th, BBC2 started a new ten part magazine series about computers and information technology. If you've managed to catch one of the programmes you'll probably know more about this than I do, but *The Net* — for that is its name — is about cutting-edge applications, investigations into the dangers of digital systems, advice on what to buy and what not to buy — and much more. Phew!

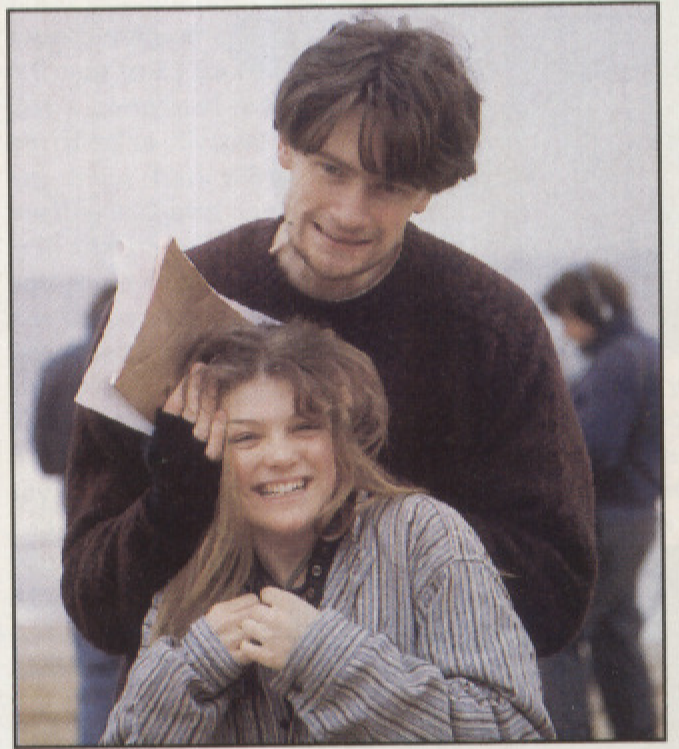
Among other things, this half-hour programme intends to give a hard-edged insight into just about anything computer related, with a number of location-based reports. Therefore, you can expect to suddenly know everything about such items as 'How under-fives are improving their hand-eye coordination', 'What it's like behind the scenes with German hackers', not to mention 'How Apple Macs are being used to control the lighting at The Louvre'. Great.

Of course, knowing our readers as I do, I imagine that some of you are staring at these words thinking 'I don't care about that, I just want to play games. And eat chips' and that's fair enough. Of course, I knew that before I started writing, which is why I don't want to talk to you about *The Net* as much as I want to talk to you about a separate feature in each prog, 'Net Attack'

'Net Attack' will most definitely not be taking itself quite as seriously as the main programme, and features a dog called 'Goat' (whose real name is Bobbi), and a 13-year-old presenter called Jules (whose real name is, er... Jules).

'Net Attack' is a completely separate production and aims to please the games player in all of us with wacky reportage, not to mention tips on life, and lots of 'happy' haircuts. As you might imagine, this was all a bit too much for me, so I just went down to a filming session to check things out...

Here we see the team responsible for 'Net Attack' in a completely natural pose (ahem, ahem). And they are (from left to right) Steve Shearn (sound), Dan, Jules, Robin Riseley (Camera), Patsy Richards (PA) and Graeme Pollard (the poor man trying to direct this horrendous bunch). Rather embarrassingly, when we gathered for this photo, a crowd of about 20 tourists assembled to watch in case any of us were famous. (Either that or they thought we were filming for the Children's Film Foundation or something). Ho hum.



This is Jules Gibbons, the young presenter of 'Net Attack' and no doubt a star of the future. Jules' big break came about entirely by chance following an appearance on another BBC games program called Short Change. She was one of a number of kiddies that came on a did a short 'Joe Public' review. Fortunately for her, she impressed Short Change's camera man, who just happened to be put onto the 'Net Attack' project. When they started looking for a presenter, there seemed to be an obvious choice...

WHAT, NO SURFERS?



One of the reasons for travelling to Bournemouth was to film a slot where Jules feeds tons of windsurfers with her shopping bag contents (don't ask!). Unfortunately, being an incredibly well organised affair (ahem), there were no surfers within about a hundred square miles of the damn place. It's also fair to say that by this time Bobbi the dog was not happy at all. (And I know, because I saw it jump out of the window from the car in front!) What ever would we do?...



...Well, you know me — always happy to help out (not to mention being too huge a tart to miss out on an opportunity to be on telly!). Yes, in the absence of surfers, reinforcements were called in (namely anyone with a large enough ego to embarrass themselves) and as a result, I managed to blag my way into program three (for about five seconds!). Autographs later, please.



'Net Attack' uses only the latest technological advances when producing its props. Have we can see Dave Perry (Games Master/Games World) explaining CDO to Jules — who's meant to be a biblical character (having just fed the five thousand, er...surfers). Though the CDO is real enough, Jules 'clever biblical make-over' consists of a cotton wool beard, and a halo made out of a plastic ruler pushed through a cardboard circle. Unfortunately, we were forced to selotape it to her hair to keep it on.

A nice picture of Goat the dog.





Mr Dan Clapson, producer of Net Attack, is a man shrouded in mystery (i.e. no one has ever heard of him... or have they?) At the tender age of 24, he appears to have been given pretty much free licence to produce a games review programme in any way he chooses. Fortunately for this reporter, he's still humble enough to engage in a bit of friendly banter over a mug of tea and an almond slice. And the venue for this prestigious interview? Why the Bay View Cafe in Sandbanks, Bournemouth, of course. Only the best for us!

Matt: Go on then, tell us about your history in computer games.

Dan: Well, since the age of thirteen I wrote them, played them, designed them — you know. Got a few of them published and then went over to the Amiga and ST, and then over to the console. I was responsible for *Chip's Challenge* (which incidentally, *The One* voted 'Number one puzzle game' , only knocked off the top spot by a new pretender called... er, *Lemmings* or something.).

Matt: And [cleverly using his insider knowledge] what about the rather horrendous *Back To The Future 2*?

Dan: Oo-er... You've got me there. Erm... what can I say except 'not bad for just over three weeks programming!'

Matt: Really?

Dan: Yep. [Much chuckling from both lads at this point]. I eventually left that 'profession' because I was naive, I didn't know how to get money out of the business and basically bodged it. I've now got a manager who looks after everything for me, and it's all going really well.

Although I do enjoy programming, it's just too mentally intense and all really heavy development. I just wanted to get out and do a job that I know I can't do. I can program, but so what? What next?

Matt: What do you think of the wonderful world of games now?

Dan: It's going blasé for me. It's all getting excited over nothing. I mean I'm interested in the Saturn, the PSX and the Project Reality thing — they excite me — but just as much as the Amiga or the Atari ST did when they arrived. If I had to put money on a company to succeed right now, it would be Sony.

Matt: Do you still keep tabs on the industry?

Dan: Oh yeah. I still follow the games world very closely. I read all the mags, and of course still know loads of people in the industry, as well as development teams I've been a part of — Images, Ocean, Mirrorsoft, US Gold — you know, so I keep in touch with what's going on.

Matt: And how did you get into all this?

Dan: It was a dare. A friend dared me to phone up Going Live and offer them my services, and they said "Oh yeah, we'll put you on the file" and I though 'Oh sure — crap'. Two months later they phoned me up and gave me a job on a kids' game show called Get Your Own Back.

Matt: So what's all this 'Net Attack' business about, then?

Dan: Well, 'Net Attack' is about computer games, but making sure we talk about everything but computer games — if you know what I mean. [Er... no — everyone.] We have to entertain people that aren't into computer games as well as people that are, and also introduce people into it. We're really trying not to alienate anyone.

Matt: Just how and when did this all come together?

Dan: Just after Christmas I was given the brief 'Make a program — anything you want really — about video games, just make sure it's fun and entertaining'. So I went away and came back with the developed idea.

Matt: And do you think it will be a success?

Dan: Don't ask stupid questions!

The Net is a ten programme series running from April 13th to June 15th at 8.00pm on BBC2. (And don't forget my cameo appearance, or I'll be very upset!)

READER REVIEWS

Have you ever felt the urge to send us your own reviews — so that we can fill two pages of the magazine every month — without having to do much work? Well, please don't bother, unless you want this kind of thing to happen...

MORTAL KOMBAT
Virgin

Reader Reviewer: Doug Johns, London.

The graphics are truly stunning and the sprites are truly stunning. This version of *Mortal Kombat* is quite simply amazing. You won't believe it. It is too good to be true, truly. And there's lots of blood in it. Which is good. And stunning. Truly.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: You will really like it if you really like it. Like



THE ONE RATED IT 100%

DANGEROUS STREETS
Flair

Reader Reviewer: David Pleasance, Maidenhead.

This game is free with a CD32 which is a great console. I don't care what you say. This game is a bit like *Street Fighter 2* but without the good bits. But it's still quite good. Fight people. But what about the graphics? Good. 32bit technology has never been so affordable. Buy this. Please.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: Buy a CD2. Buy a CD32. Buy a CD32. Buy a CD32...

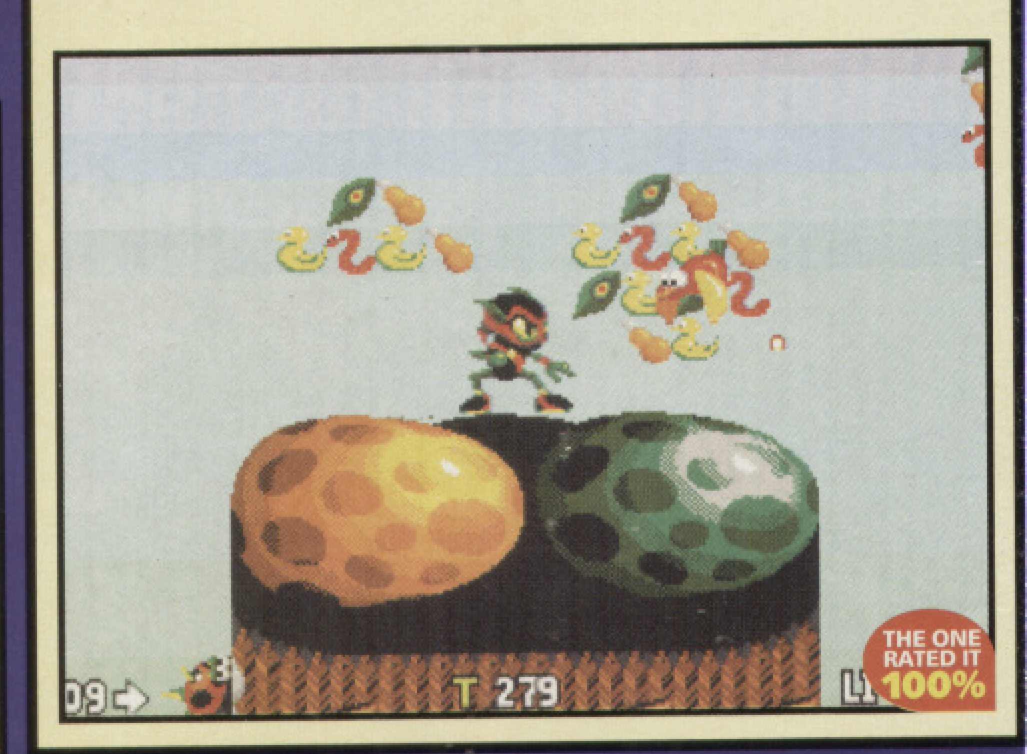

THE ONE RATED IT 100%

ZOOL 2
Gremlin

Reader Reviewer: Steve McKevitt, Sheffield.

Zool is back. And this time he's 2. The graphics are good and I like them, can you guide Zool through quite a few levels of platform antics? Although the sound is a bit annoying sometimes, but more often than not it's not. Cowabunga, eat my shorts — a bit too hard for me, though.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: Push left to go left.



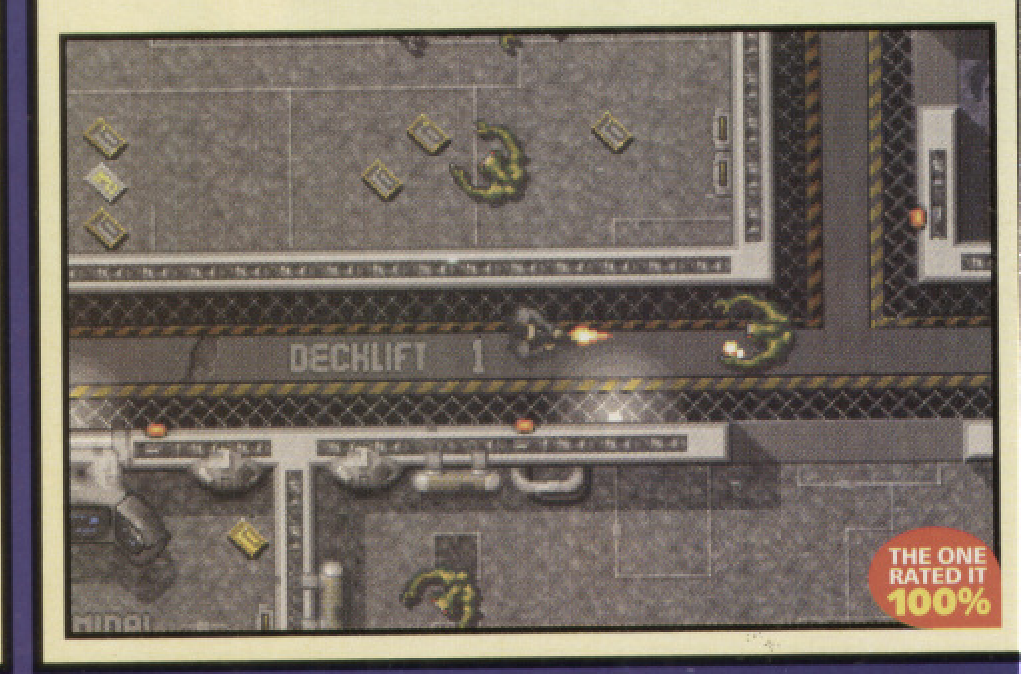
THE ONE RATED IT 100%

ALIEN BREED 2
Team 17

Reader Reviewer: Martyn Brown, Wakefield.

Guns can be fired in this game, sometimes a bit easy with the cheat on. A must for all fans. Of it! Graphically, it sounds very nice, almost like daffodils in the Spring on a rainy windy Tuesday. The music has been written! This has to be the best *Alien Breed* game. Although it's not quite as good as the first.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: Fly me, I'm French.



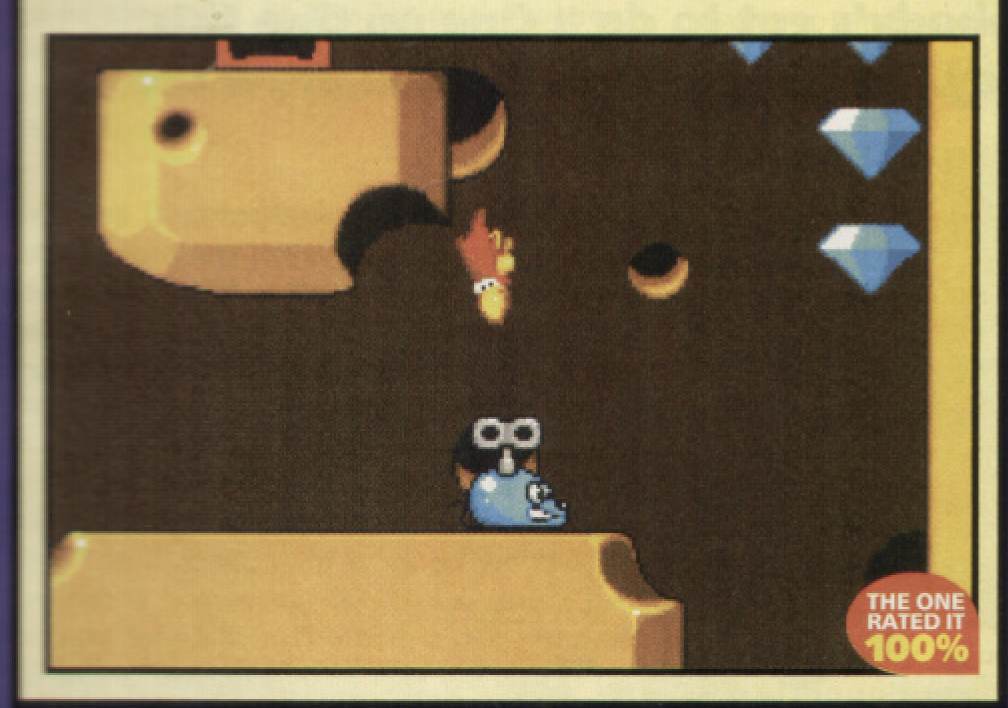
THE ONE RATED IT 100%

ALFRED CHICKEN
Mindscape

Reader Reviewer: James Morris, Hayward's Heath.

If you missed this game then you won't have it so run to to the shops now and ask the person behind the counter if they sell Amiga games and if they do then ask them if they have a copy of *Alfred Chicken* and if they do then ask how much it costs and then give them the money and take *Alfred Chicken* home and play it because it is good. And fun.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: Boc-boc. I'm a chicken.

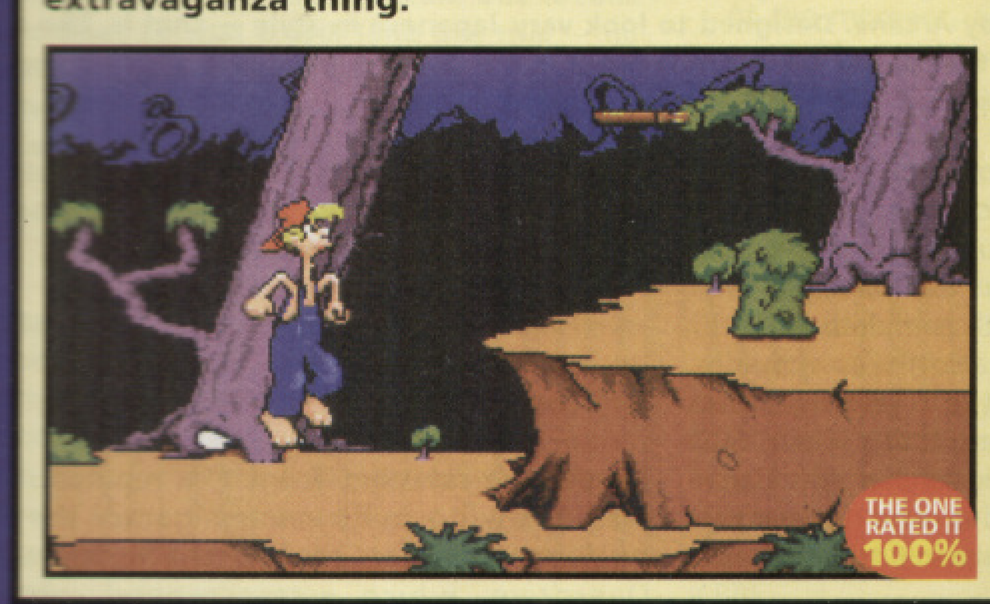


BUBBA 'N STIX
Core

Reader Reviewer: Richard Barclay, Derby.

Have you ever seen a game as crazy as this? I doubt it. Five levels it has — that's three less than if there were eight and you can turn the sound effects on or off. Stix is funny. Like Jim Davidson, but not in *Big Break*. Platform action at its best, graphics. Can you find your way back to the planet Earth? It looks like a real cartoon from the BBC or ITV. Or BBC2. There's no shooting in it. Or driving.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: Cute little gem of a platforming extravaganza thing.

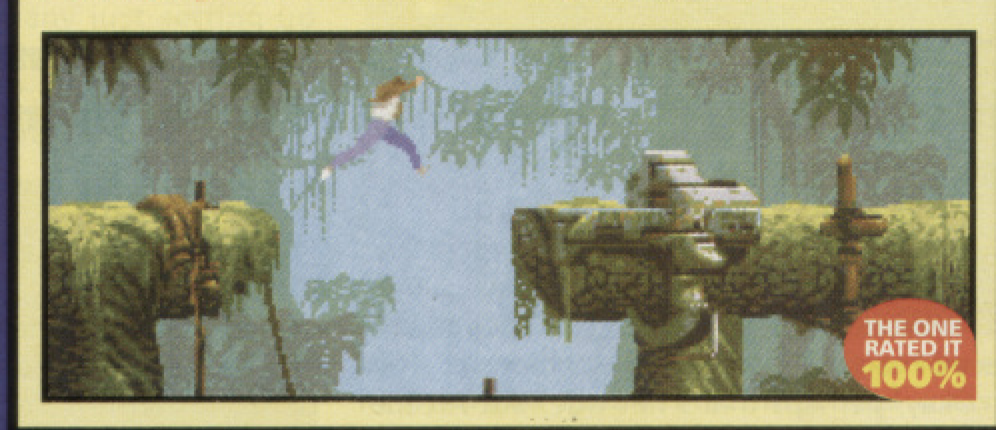


FLASHBACK
US Gold

Reader Reviewer: Bridgett Hirst, Birmingham.

I am Conrad! I am leaping from ledge to ledge and I am animating while I do it. I'm not a conventional sprite — I am close to God and no-one can hurt me with sticks or stones or guns or bottles or shoes. I have huge levels, each entirely self-contained except for the ones which aren't. I am the sequel to *Another World* and I like me.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: Look at me, everybody.

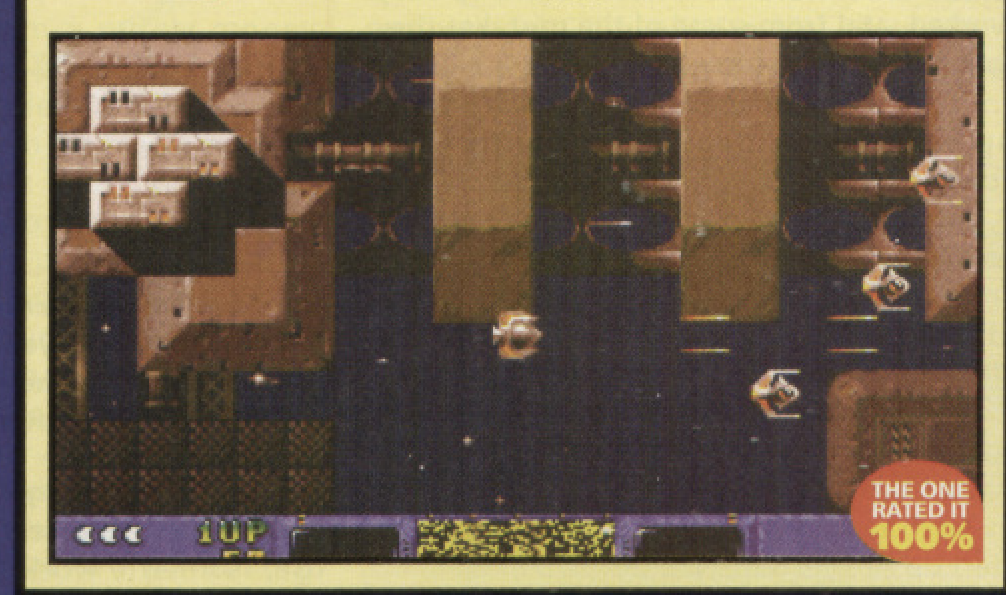


URIDIUM 2
Renegade

Reader Reviewer: Tom Watson, Wapping.

Andrew Braybrook's classic is even gooder! Even the sound sounds like the Commodore 64 sounded, and that's no word of a lie, either — believe you me, you. If, like me, you like me, then we may become friends — that's right, you and me. Friends. After all, I've got nothing better to do than write poorly-constructed sentences and send them to a magazine for publication. Yes.

Graphics: 100%
Sound: 100%
Overall: 100%
Summary: I'm not that happy.



Right, that puts a stop to that, then. As much as we like you, we aren't interested in what you think. If we were we'd buy your magazine, wouldn't we? So let's pack this stuff and nonsense in before it gets out of hand.

ONE ON ONE

ARCANE GAMES

"Oh God," cried The One in unison. "Somebody's got to do a One on One this month, and it means a trip down to Bromley." New pin Andy Nuttall drew the short straw...

Steve Iles, Andy Coates and Mark Wortham. Remember these three names, for they are set to change the face of computer gaming as we know it.

Okay, perhaps that's not true: but Arcane Software Developments is creating a decent game — and hell, it made a damn fine intro. The truth is, these guys have been beavering away quietly for some time — creating intros for *Powermonger* and *Populous 2*, converting the graphics for Syndicate — and they are currently adding the finishing touches to their first full commercial game: *Turbo Trax*. Although it's another top-down racing game, we quite like it so far. And anyway, it fills a couple of pages.

When did you start in the software industry?

Steve: After deciding early on that I wanted to create computer games, the first professional people I met were the old Durell team. I learned from the way they worked, and from some of the mistakes they told me they'd made as a company.

I took that on myself, and started to come up with some ideas, along with Clive Townsend, for *Saboteur 3*. [*Saboteurs 1* and *2*, incidentally, were well-received Spectrum arcade-adventures, released through Durell.] From then on I went into retail, after a stint at college developing business skills and stuff.

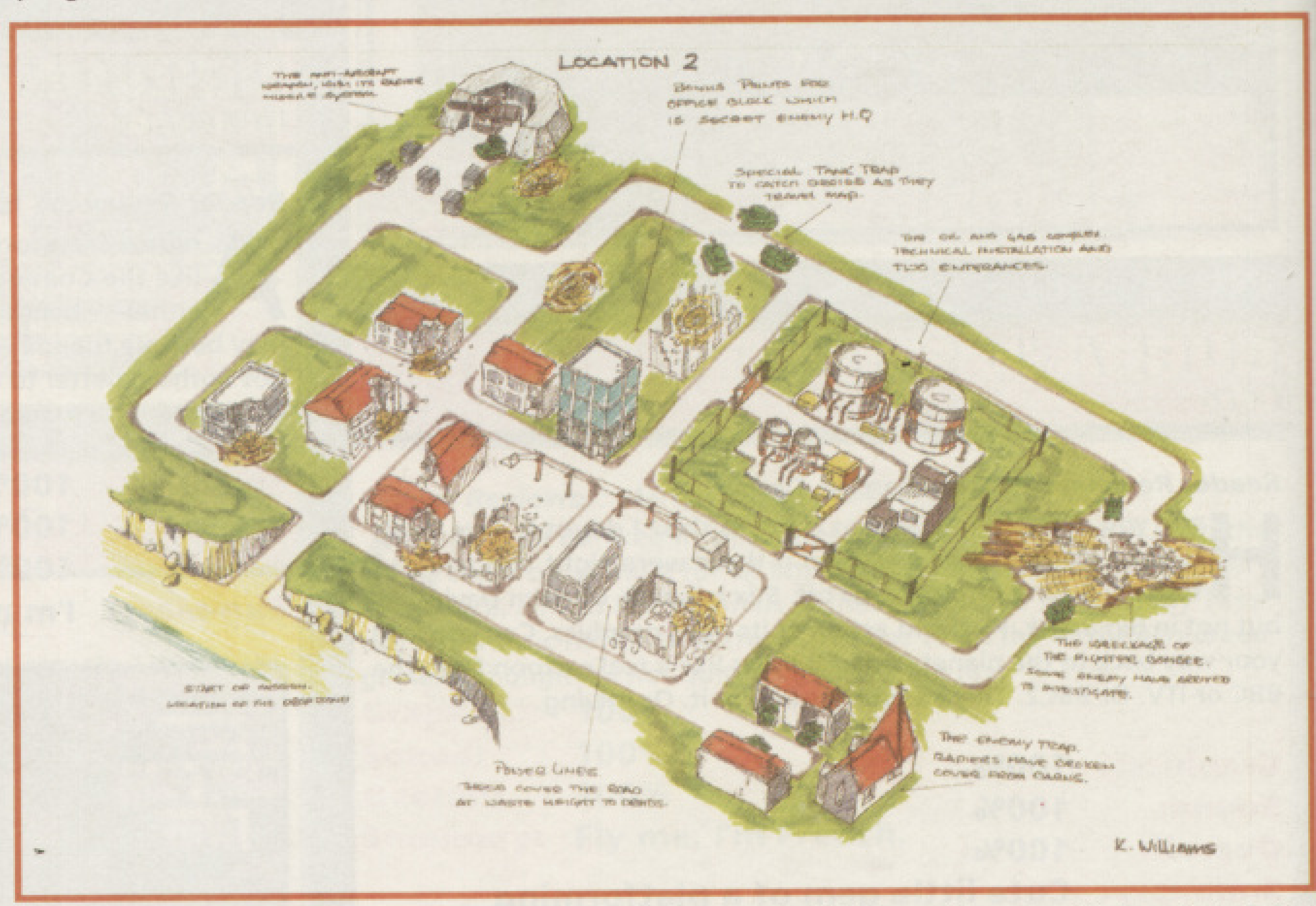
From this experience, and the people I subsequently met at various shows, I learned what I could to do with developing a game as well as retailing it. Then it was time to start up Arcane Software Development.

When was that?

Steve: 1991, I think. We joined up with a company of programmers by the name of Enigma Software Developments, and the *Powermonger* intro was produced. Also, we produced the *Populous 2* intro, and the *Birds of Prey* intro. We finished off Rubicon, and then I drafted in Mark Jones [the graphic artist on *Darkmere*] and *Darkmere* was born.

Darkmere was finally signed to Core, and after developing it for a while things started to go downhill for the company. The programmer wasn't doing his job, basically.

That was the year before last, and the programmer was kicked off the project. The rest of the team stayed as it was, up until now, I suppose. After *Darkmere*, we started doing stuff for Virgin. We did the graphics for a couple of characters in the *Dragon — Claw Man and Henderson*. Finally, in August of last year we started *Turbo Trax*, and so we end up here, where we are today.



***The Supreme Warriors*, a game designed by Kevin Williams (see text), is slated for development next year by Arcane. Designed to look very Japanese in style — that is, like a Capcom arcade game — the design for Warriors looks like a stormer. Remember where you saw this early design map first.**

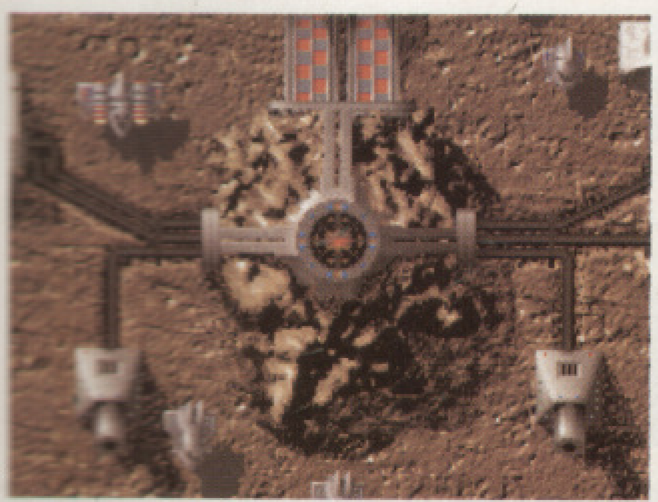
The Worldmation system, which *Darkmere* was built on, is a very complex, yet easy-to-use, isometric world-builder. Using it, we could build the world of *Darkmere*, or any other isometric game with complete ease.

By the time Worldmation was virtually complete, we started testing the programmer's code — and that's where our world fell apart. The programmer was hard-wiring all of his code, and it wasn't intelligent. *Darkmere* wasn't turning out exaclty as we'd like.

What gave you the idea to do Turbo Trax? Top-down racing games have been done before, so what made you think you could do any better?

Steve: We saw that Team 17's reputation was growing with every game they published. After seeing the original *Overdrive*, which was scrapped, and

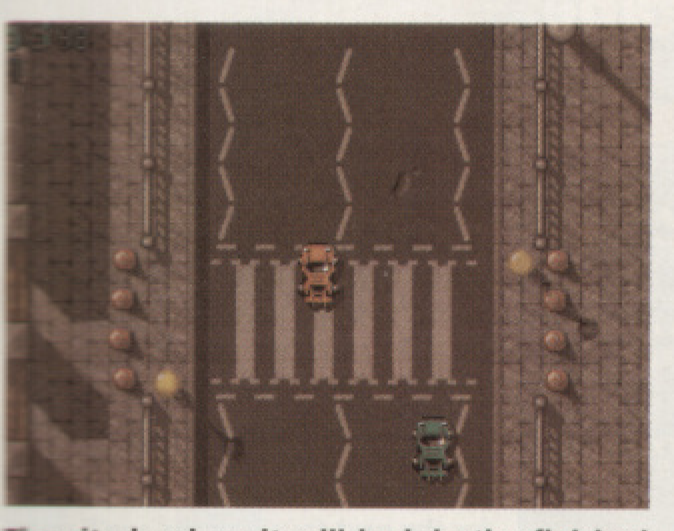




This is *Esairs XII* (the furthest system in our galaxy, space fans), a game which Arcane currently has in development. A shoot-em-up in the style of The Bitmap Brothers' *Xenon 2*, it's got nice graphics but the gameplay is still in the very early stages. That's it, really.

knowing the programmers and artists who worked on the original product, we could see a niche. We could better the graphics, but could we better the gameplay?

At the ECTS (the computer games trade show, fact fans), the publishers who looked at Turbo Trax suggested some changes which, in their opinion, would make it better than existing top-down racing games. They said, "do X amount of work so we can see the game behaving like this," and I just thought forget it – we'll take a risk and do it ourselves. Obviously that way we would get more from it, and be in total control.



The city level, as it will look in the finished version of *Turbo Trax*. At the moment, the game's trundling around a track with nowhere near the same detail, but Arcane promises us that it will look like this — no honestly it will. Really. Are we suckers, or what? I suppose you had better not answer that one.

What do you think of Codemasters' excellent Micro Machines?

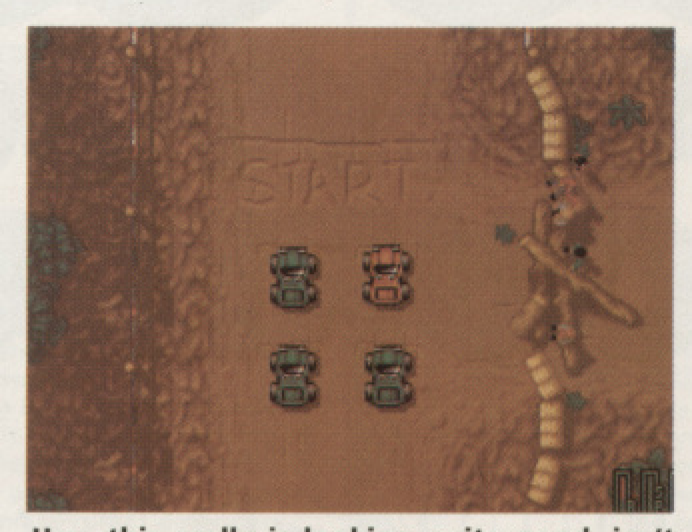
Steve: To be brutally honest, you can have completely crap graphics, and still have an amazing game. From my point of view, I'm not happy unless I've got a complete band of music, graphics and playability in there. With *Micro Machines* I don't think the graphics are very good, but the game plays well with two players.

What makes Turbo Trax stand out from, say, Micro Machines in one-player mode?

Steve: I think, at the end of the day, the technique we're using to program the artificial intelligence is going to work a lot more efficiently than in Micro Machines. We've got a guy in who studied AI at polytechnic, and he showed us a simple technique to create the intelligence.

What is Arcane going to do after Turbo Trax?

Steve: Our future is in 3D games. We want to do our fair share of arcade stuff — but then I think any company just setting-up wants to make a good shoot-'em-up, just like the way Team 17 and Core Design started did when they strarted.



Hey, this really is looking quite good, isn't it? Although the vehicles will behave differently depending on the type of track, apparently you won't be able to feel the bumps. Now that's a bit of a shame, because we like feeling bumps at *The One*. (Oh no we don't — unless you mean the disgusting polyps behind your ears, Nutskenstien — Simon.).

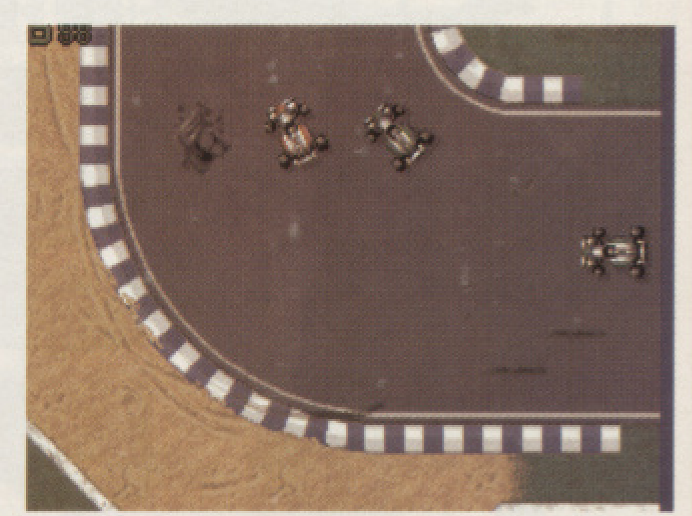
How do you see the Amiga market going?

Steve: To take it from a purely money perspective, we would probably drop the Amiga and do console. Depending on overheads, the money to be made from an Amiga game is not that much. For a small company like us it will do us very nicely, and enable us to build more products. However, the console market is dropping.

At the moment, a lot of publishers don't seem to have their finger on the CD32 button, and problems are occurring because of piracy. Virtually every CD32 product is currently on a BBS, and many publishers don't seem to realise that. It's happening because a lot of them are producing shovelware, and not making use of the CD32's capabilities. You can only safeguard against piracy if you use CD to its maximum potential. So, if you put a 4Mb game on CD32, it's just like a disk game put on another format; but if you use another 10 or 15Mb on an intro or something, then pirates are going to think twice about putting it on a BBS.

What about the greater development time and cost?

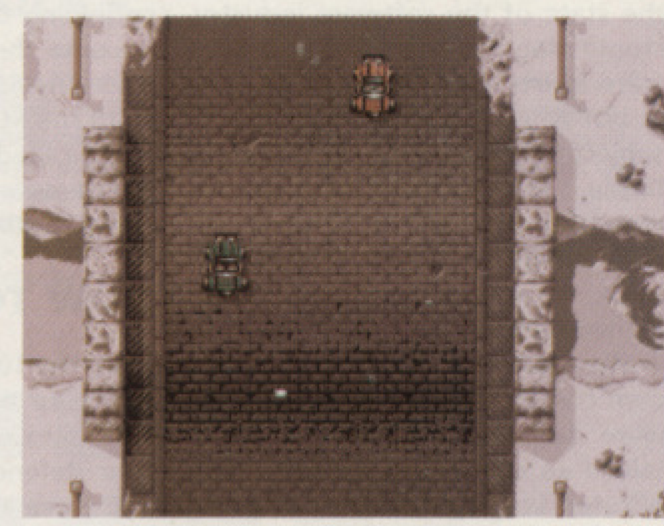
Steve: If the CD32 continues to sell like it is at the moment, that development cost will be reduced because publishers are going to see the returns. We'll be developing *Turbo Trax* for the CD32, and there's a rumour that a serial port will be produced for the machine, so we'll probably produce a two-player version as well.



Look, we told you it was good. It's got holes in the road and everything. And guess what? If you touch them in your car, you begin to spin around for a while. That'a a bit of a bummer really, cause I like to see fantastic explosions, crashes and burns — ooh yes and people crawling from the wreckage on fire. But then they're coming for me tomorrow, aren't they Simon?

What are you going to do with Turbo Trax to make it copy-proof, or at least copy-resistant, for the CD32?

Steve: We've got 2Mb of chip RAM to play with, so basically we're going to use the same graphics as the A1200 version, which will be enhanced from the A500 game, but we'll spice it up a bit. I'm contemplating doing an intro for it, albeit a short one, and a lot of in-between-level stuff. And some professional CD-quality music, of course - that's in the bag, ready to go as soon as we do the CD32 version.



Like every great, er, platform game, *Turbo Trax* has a slippy-slidey world. Okay, so it's not a plaform game, but the principle is just the same — the ice is still incredibly annoying, and it makes you want to throw the Amiga out of the bedroom window and scream.

THE SENSIBLE SOCCER FANCY FOOTBALL TOURNAMENT

WIN £1000-CASH!

With Renegade, Sensible Software and The One!

It's taken me a long time, but I've finally discovered why pubs are dangerous places. I'm not talking about the strange way they draw you in and hold you there until some bloke inquires whether or not you've got a home to go to, or the power they have to make you purchase several gallons of what is essentially 90 percent water just so that you can't stand up properly. No, pubs are threatening for one reason and one reason alone: they make blokes talk rubbish.

When Jon Hare invited me down his local boozer for an apres-preview chin-wag, I accepted, not knowing what would follow. The conversation started innocently enough — the state of the software industry, stupid plans for more Sensible Software sports sims, that kind of thing — but when our chat turned to the subject of football and, more importantly, the plethora of competitions requiring the entrant to select his own imaginary football team, we both became very excited. Very excited indeed...

We decided to dream up our very own competition. At first our plans were far too ambitious and we talked an awful load of tosh. Complicated scoring systems came and went, until the whole thing became so damn protracted that the competition was in danger of collapsing before we'd even laid down any concrete plans. At one stage we were contemplating getting the BBC to broadcast the results on *Grandstand*, that's how bizarre our conversation was. It all became so bad that negotiations were suspended until the intoxicating effects of the public house had worn off.

Back at the office, the two of us thrashed out details for what was to become *The One*'s most impressive competition yet. It requires a combination of skill, judgment and a sprinkling of luck, and looks set to become the nation's biggest craze since *The Sun* launched their 'Better Than *The Mirror* League', or whatever it's called. Ladies and Gentlemen, please welcome the Sensible Soccer Fancy Football Tournament!

HOW TO ENTER

From the 10 sides listed, you have to pick your own all-conquering football team consisting of one goalie, four defenders, three mid-fielders, and three attackers. Your side can't have more than three star players in it and no more than three players can be chosen from any single team listed on this page (ie. you can't have four of Simon's players, even though he's the best). Once you've assembled a side from the teams listed, enter the players' names on the form provided, stick it in an envelope and post it to the address on the form, REMEMBERING TO PUT YOUR 'FANCY FOOTBALL TOURNAMENT' TEAM'S NAME ON THE BACK OF THE ENVELOPE. The closing date for all entries is May 28th 1994.

The 10 (ahem) celebrity players will meet up on a regular basis and play each other once. Every issue, for the next four months, we'll print the results of the following two games along with the individual scores for every single player. Every month, look up your eleven players and add or deduct points as specified, remembering to keep a running total from issue to issue.

In September we'll print the final results and invite you to write in if you've obtained a high score (so remember to keep a copy of your team in a safe place). We'll check the claims and the reader with the highest score will win £1000 cash! In the event of two or more readers ending up with the same score, the winner will be the person who has answered the tie-breaker question the wittiest way. The Editor's decision is final and no correspondence will be entered into.

WHAT DO POINTS MAKE?

Each of your eleven players will gain plus or minus points depending on how their team played, as outlined below:

Goalies:
Score: -1 point for every goal their team concedes or +5 points for a clean sheet.

Defenders:
Score: -1 point for every goal their team concedes or +3 points for clean sheet.

Mid-fielders:
Score: -1 point for every goal their team concedes or +1 point for every goal scored.

Attackers:
Score: +1 point for every goal their team scores.

Goal-Scorers:
Score: +1 for every goal they score, with an additional +2 points for every hat-trick.

Yellow Cards:
Individual players score -1 point if they are shown the yellow card.

Red Cards:
Individual players score -3 points if they are sent off.

If one of your players is suspended from the league, then he'll score -2 points for each match he misses.





THE TEAMS

Player references (necessary for completing the entry form) are listed above the individual team members and star players are indicated with a '*' above the reference number. . All line-ups read from the bottom to the top; GK then 4 (defenders) -3 (mid-fielders) -3 (attackers)

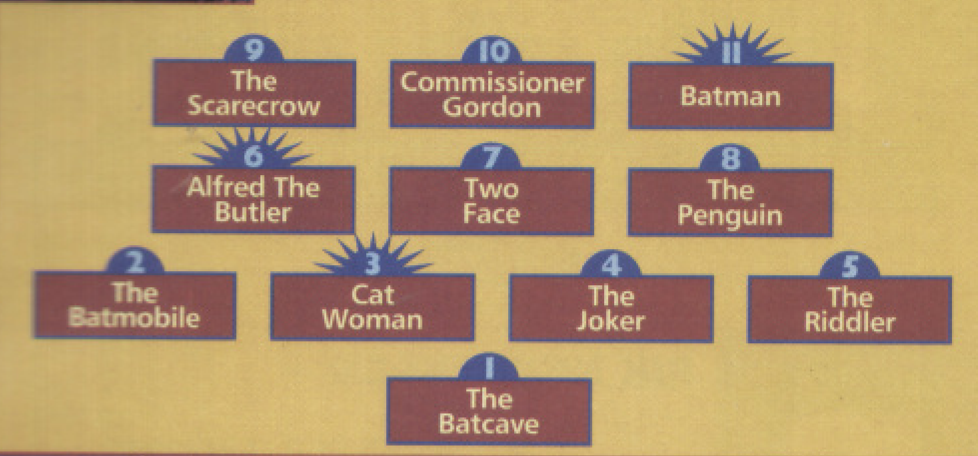


SIMON BYRON –– THE ONE

TEAM NAME –– GOTHAM PARK RANGERS

Rather sadly and predictably, Simon's opted for an unconventional Gotham City-inspired team, insistent that the Dark Knight is as good at scoring goals as he is at solving crimes. "The Commissioner Gordon/Batman striking partnership will see me through," bleats Simes, "and with The Batcave doing good work in goal, I reckon I've got to be the favourite."

Predicted final position: "First, of course."





ANDY NUTTALL –– THE ONE

TEAM NAME –– WE ONLY SING WHEN WE'RE WINNING

Andy's side comprises a number of his favourite TV stars. "I was going to put Bagpuss in goal," admits Nutts, "but I feel he'd be more use in defence because he's so big and a good tackler. Torchy the Battery Boy's got quite a lot of energy so he'll be a good forward. Anyone who mocks my side is in for a surprise."

Predicted final position: "Third - Jools and Dominik will be above me. The rest of *The One* team are crap."





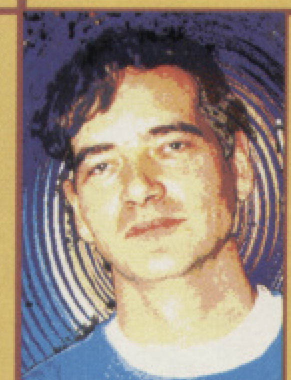
MATT BROUGHTON –– THE ONE

TEAM NAME –– THE MUSICIAN'S UNION

Matt reckons that John Lennon's lack of, er... life won't stop him from performing. "The Lennon/McCartney partnership is so strong and has such an immense appeal that it crosses the barriers of time itself," offers Matt hopefully. And as for the inclusion of piggy Björk? "Her powerful hind legs will give her the extra speed needed to run at defenders," he postulates wildly.

Predicted final position: "Somewhere in the top five."



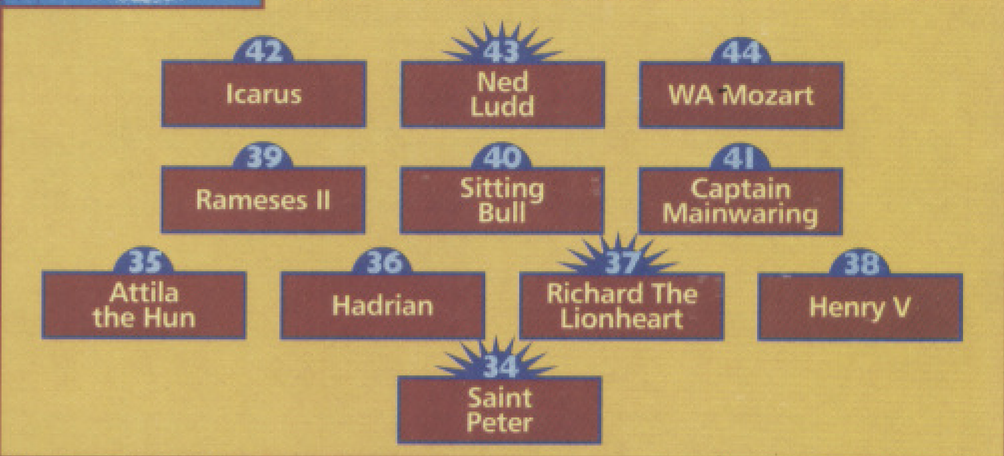


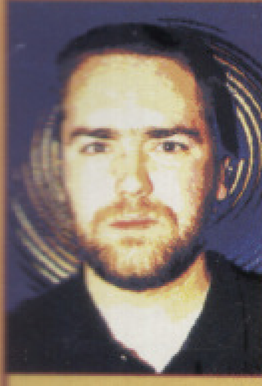
HARRY ATTRILL –– THE ONE

TEAM NAME –– THE DEAD XI

Worringly, the effect of all us young hipsters here at *The One* has been minimal on grandad Harry, as is evident from his team. "It's a little unconventional, yes," admits the Old Boy, "but the corpses will serve me well — they're dead good at most things, after all." In an unashamed attempt to set up a gag, he continues: "Watch out for Hadrian in defence. He's built like a brick wall." Groan.

Predicted final position: "Somewhere in the top ten."





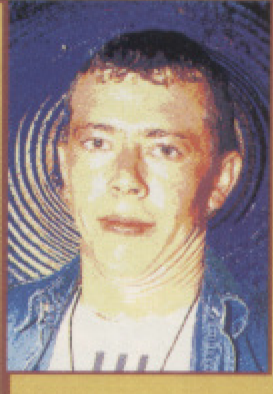
JON HARE –– SENSIBLE SOFTWARE

TEAM NAME –– WE LOVE U INGL'ND

"My team consists of a number of players from Graham Tailor's England selection," explains Jon chirpily, "complete with the naff light-blue kit. So I've got a fantastic front line of Lee Sharp, Nigel Clough and David Hirst who will keep wearing away at opposing defences."

Predicted final position: "I think I'll settle for third."



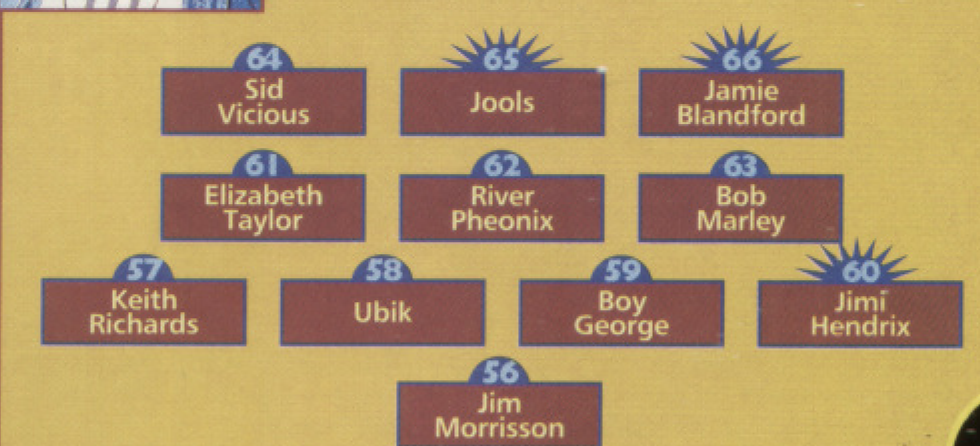


JOOLS –– SESIBLE SOFTWARE

TEAM NAME –– FAMOUS ADDICTS

"Jim Morrison's in goal," outlines Jools, "so hopefully he'll prevent the opposition from *Breaking On Through* too many times. I've also included myself as a star player, with Jamie Blandford assisting me out on the wing, which I reckon is a strike force to be reckoned with."

Predicted final position: "I don't care, I'm only here for the free beer."





TOM WATSON — RENEGADE

TEAM NAME — CHELSEA

"It's the glorious inconsistency of Chelsea which is the one consistent thing," reckons Tom. "I'm hoping that the side will serve me well in the coming matches and I'm confident that many people will be surprised by the end result."

Predicted final position: "About fifth."





CHRIS CHAPMAN — SENSIBLE SOFTWARE

TEAM NAME — LIVERPOOL CJC

"I forgot about this event until the last minute so my team is a bit of a mish-mash," claims Chappers. I'm not worried about Bruce Grobbelar's temperamental nature — in fact, I hope he comes out of the area and hacks a few people down. I've got the special fix in so that none of my players get booked."

Predicted final position: "Regardless of the cheat, I'll still come bottom."



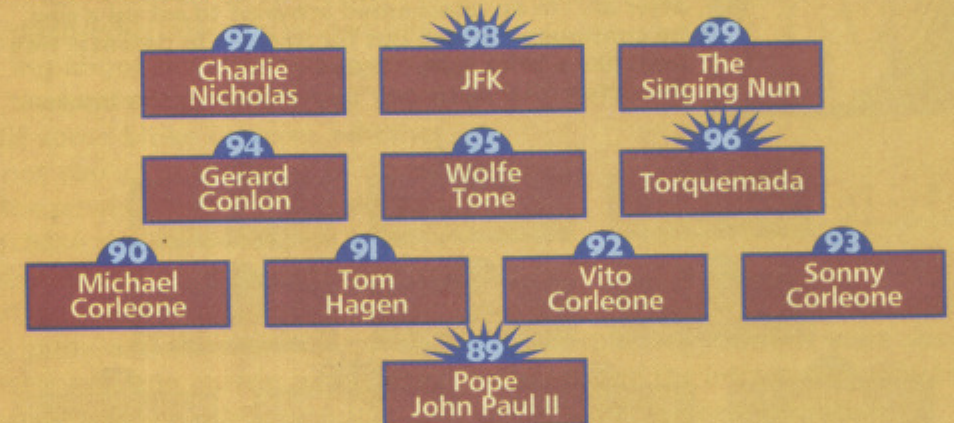


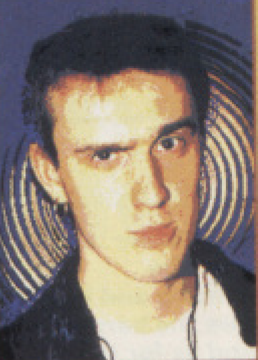
DOMINIK DIAMOND — RADIO 5

TEAM NAME — Catholic family

"My team consists of the great Catholics throughout history. I've got all the Corleones from the Godfather films in defence and JFK and Charlie Nicholas up front — possibly the greatest Catholics ever. The Virgin Mary is the team manager so we're hoping for some divine inspiration."

Predicted final position: "It would be nice to come somewhere in the top four."



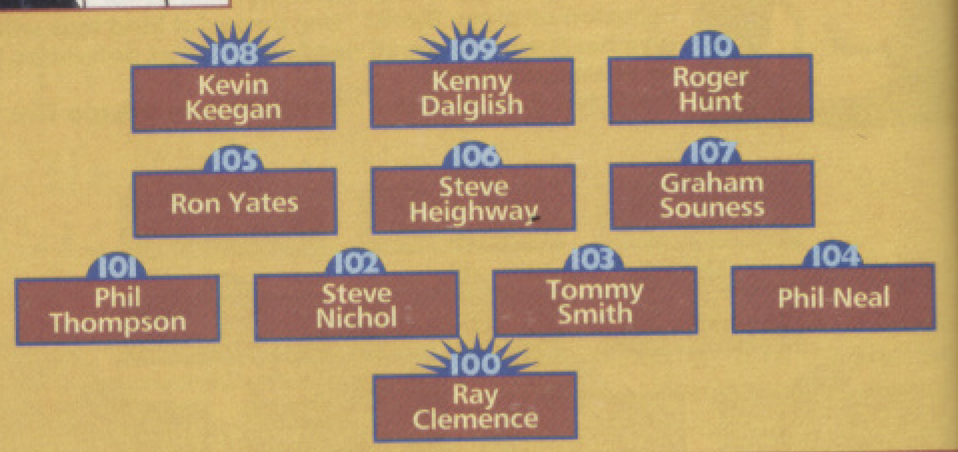


RIK HENDERSON — HEWLAND INTERNATIONAL

TEAM NAME — THE RED MACHINE

"My team's formed from Liverpool players past and present," confesses Rik. "I've picked them because they sound impressive and are much better than the Liverpool team of today."

Predicted final position: "Probably eleventh, but I'll be really happy with fifth."



READ THIS — IT'S IMPORTANT!

THE SMALL PRINT BITS

1. Entry Instructions for the game form part of the rules. All entrants will deem to have read and accepted the rules.

2. No purchase necessary. If you're just TOO MEAN to buy your own copy of *The One* an entry form to this competition can be obtained from the offices of Emap Images Ltd. All requests to be Addressed to: I'm A Tight Git, *The One*, Emap Images Ltd, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

3. The Editor's decision is final and no correspondance will be entered in to. Ever.

4. Proof of posting the entry form cannot be accepted as proof of receipt.

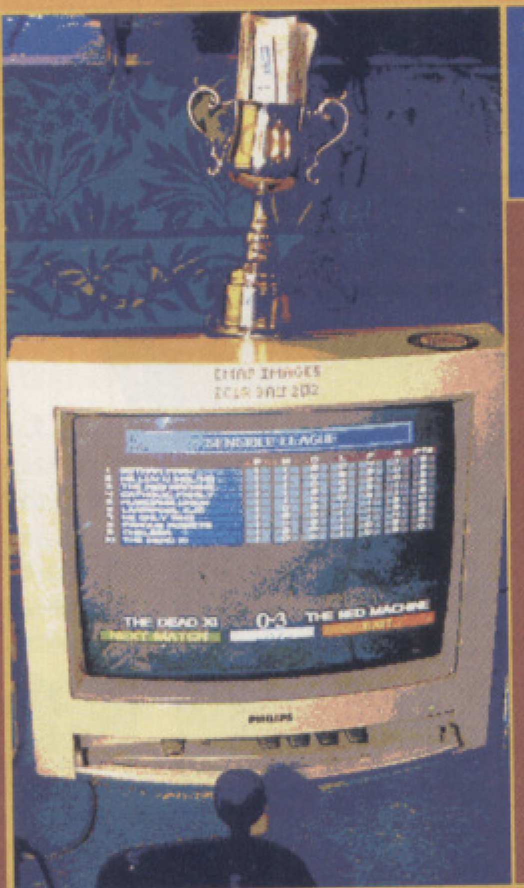
5. The closing date for entries is the 28th May 1994.

6. The final results wil appear in the September issue of *The One*, on sale August 28th.

7. In the event of a tie on points, the winner will be chosen by the editor on the basis of which answer to our Tie-Break question he likes best.

8. No alternative to the fab cash Prize of £1,000 will be available.

9. This competition is not open to the ten so-called celebrity players, or any employee of EMAP Images, Renegade or Sensible Software.



THE FIRST GAMES

So that you're not choosing your team in the dark, here's what happened in those first all-important matches...

GAME 1

Musician's Union vs. Liverpool CJC.

The game began at a frantic pace, as both players set out to establish supremacy. Matt kept attacking constantly but if it wasn't for Simon Le Bon keeping out a few early shots then things could have turned out differently. Thankfully — for *The One* at least — Björk managed to put her huge hind legs to good use, scoring an early goal and Sting netted another only seconds later. Rushie pulled one back for Chris but sadly for the Sensible boy, the score stayed at 2-1.

Result: 2-1

Scorers: Björk (1-0), Sting (2-0), Ian Rush (2-1).

Cautions: George Michael (yellow card), Paul McCartney (yellow card)

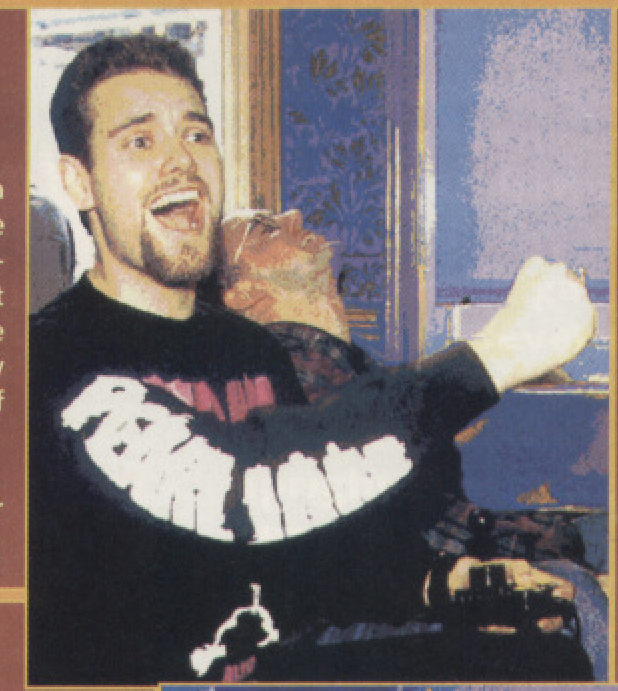
GAME 2

Famous Addicts vs. Gotham Park Rangers.

An explosive Commissioner Gordon opened the scoring with a fantastic goal in the fourteenth minute, sending the Jools, the Sensible Software representative, into cold turkey. His namesake managed to level the score on the stroke of half-time but the Gordon/Batman partnership proved undefeatable in the second half, with the grey-haired police chief putting away another two goals and the Dark Knight scoring the fifth goal of the match to end the game 1-4.

Result: 1-4

Scorers: Commissioner Gordon (0-1), Jools (1-1), Commissioner Gordon (1-2), Commissioner Gordon (1-3), Batman (1-4)



GAME 4

We Only Sing When We're Winning vs. Catholic Family

An important match, and one which Andy couldn't afford to lose. Unfortunately that's what he did, but it has to be said that the fresh-faced Dep Ed put up one hell of a fight, amassing an early one goal lead. Dominik utilised JFK's shattered skull to hammer home a fantastic header and followed up with a couple of tremendous Nicholas volleys.

Result: 1-3

Scorers: Bungle (1-0), JFK (1-1), Nicholas (1-2), Nicholas (1-3).

GAME 3

We Luv U Ingl'nd vs. Chelsea.

Jon Hare played out of his proverbial socks in the first half of the match, forcing Tom Watson to concede a couple of goals early on (Clough and Hirst were the scorers). Tom did his best to even things up but his finishing technique left a little to be desired and an over-entusiastic challenge resulted in a cautioning for Clarke. Capitalising on this, Hirst managed to sneak one past Tom's goalie with a minute to spare, extending Jon's lead to three goals.

Result: 3-0

Scorers: Clough (1-0), Hirst (2-0), Horst (3-0).

Cautions: Clarke (yellow card).





THE LEAGUE AFTER 5 GAMES

Win = 2 points, Draw = 1 point.

Team	Played	W	D	L	F	A	Pts
Gotham Park Rangers	1	1	0	0	4	1	2
We Luv U Ingl'nd	1	1	0	0	3	0	2
The Red Machine	1	1	0	0	3	0	2
Catholic Family	1	1	0	0	3	1	2
Musician's Union	1	1	0	0	2	1	2
Liverpool CJC	1	0	0	1	1	2	0
We Only Sing When...	1	0	0	1	1	3	0
Famous Addicts	1	0	0	1	1	4	0
Chelsea	1	0	0	1	0	3	0
Dead XI	1	0	0	1	0	3	0

GAME 5

Dead XI vs. The Red Machine

Although Harry isn't the most experienced Sensi player in the world, he sure knows how to play dirty. Sitting Bull, his crucial mid-fielder, committed a disgusting foul of almost Cantona-ish proportions just inside the area. Hunt had no trouble hitting the back of the net from the spot, pushing The Red Machine ahead. More bad news for Harry was to follow a few seconds later when Dalglish shimmied like a madman and scored a blinder of a goal. St. Peter was fishing the ball out of the net for the third time when Hunt sealed the victory with a well-worked gooooaaaaallll (sorry) just after half-time.

Result: 0-3

Scorers: Hunt, pen (0-1), Dalglish (0-2), Hunt (0-3).

Cautions: Sitting Bull (red card).





ER... THAT'S IT!

Okay, study the form and enter your team before the closing date. Next month we'll print the results of ten more games, the new league and each player's points value. See you then!



KEEP THIS BIT!

Before you send off your Sensible Soccer Fancy Football Tournament Team, make sure you copy the details onto this bit and keep it in a safe place.

Players:

Player Name	Player Reference Number
Goal Keeper	....
Defender #1	....
Defender #2:	....
Defender #3:	....
Defender #4:	....
Mid-Field #1:	....
Mid-Field #2:	....
Mid-Field #3:.	....
Forward #1:	....
Forward #2:	....
Forward #3:	....

Name: ....

Address: ....

.... Postcode: ....

TIE BREAKER: (*Complete the following statement in twelve wrods or less*). ***The One*** is the best because — ....

....

Team Name: ....

Player Name	Player Reference Number
Goal Keeper:	....
Defender #1:	....
Defender #2:	....
Defender #3:	....
Defender #4:	....
Mid-Field #1:	....
Mid-Field #2:	....
Mid-Field #3:	....
Forward #1:	....
Forward #2:	....
Forward #3:.	....

CAUTION!

WORK IN PROGRESS

She lay in the delivery room surrounded by surgeons. Now, after hours of agony, there came an urgent movement from her belly. Thinking back to her alien love affair, she wondered why she had been selected... The midwife gasped as the head finally appeared. Several doctors collapsed, others fled screaming from theatre as the creature finally emerged. Hauling herself upright, she caught her first glimpse of her child. "What is it?" she cried to the last remaining orderly. "I'm sorry," replied a pale-faced Nurse Byron, "but it's this month's Work In Progress." And of course, it was.





Here they are, the hardy men and women (and, er... thug-like things) of Impossible *Mission 2025*. Felix is your ordinary sort of chap, Tasha is a cybernetically enhanced athlete (hello!!!) and Ram is an android which looks a bit like the T-1000, and does a lovely half-pike when it comes to somersaults. Each character gives a slightly different performance, but most nostalgia fans will probably stick with the good old fashioned looking bloke. Er... probably not.

Hello Again!

IMPOSSIBLE MISSION 2025 THE SPECIAL EDITION

Now that Matt Broughton is about as old and crusty as the original Impossible Mission, who better to report on the 90's remake than he.

"Matthew! Will you please go to bed! You've got school in the morning."

"Go away."

"Matthew! I'm not going to tell you again you know!"

"Go away."

"MATTHEW! I'll burn that bloody computer if you don't turn it off right now."

"It's not a computer, it's a Spectrum. Anyway, go away."

"Right. That's it. I'm going to tell your father that I caught you 'doing drugs' and if he doesn't beat you senseless with his belt, I'll personally stuff that joystick up your..."

Yes, soap fans, that was an excerpt from my teenage years, when games were games, and 'O' levels just got in the way of games. One such distraction was an EPYX classic called *Impossible Mission*. Mention that name today to anyone over about nineteen, and a far-away look creeps into their eyes. Well, like music, everything comes around again, and *Impossible Mission 2025* is no exception to the rule.

The plot is taken directly from the EPYX original, with the evil genius, Elvin Atombender (star of this month's cover, fact fans), sat in his high control room at the top of a tower block — "Atom Industries", or something. The player takes the role of one of three agents: Felix Fly, a normal guy; Tasha, a female athlete, or Ram the android. You must progress up the tower block to Elvin's lair, all the while searching for equipment to, er... kill him, basically. Along the way, the platform action is broken up with a number of sub-games and puzzle teasers. So why remake this now? Steve Hand, project manager for *2025* (as it shall be known henceforth) has the answers.

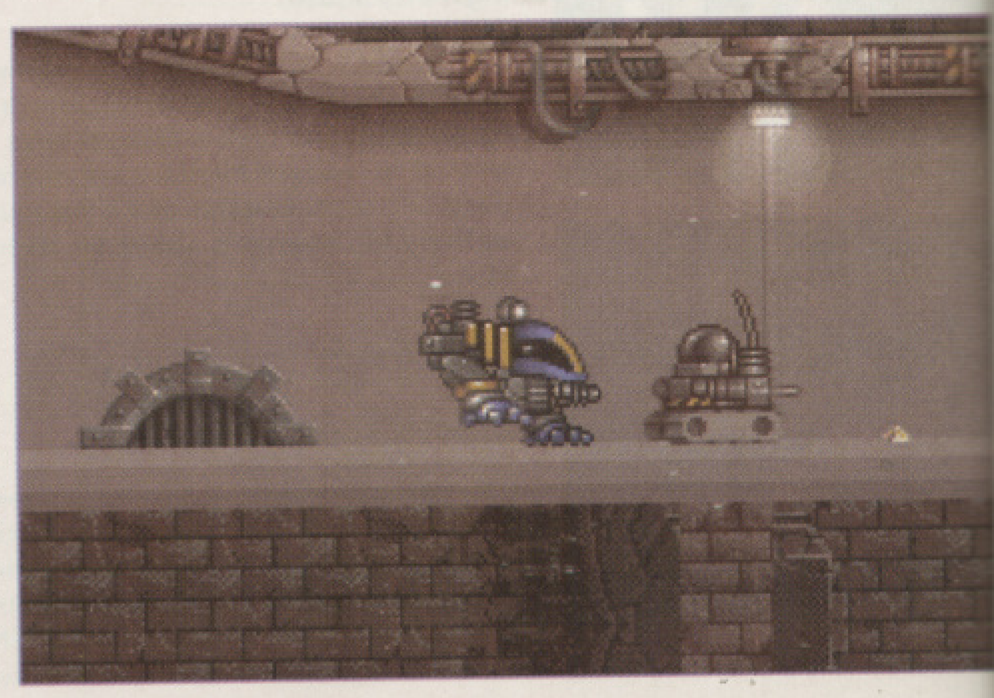
PROJECT: Impossible Mission 2025
PUBLISHER: Microprose
DEVELOPER: In-house; Steve Hand (producer), Paul Ayliffe (artist), Seth 'Ax' Walker (designer)
INITIATED: November 1993
RELEASE: May 1994

ONE OF THOSE

"When the designer first submitte the game proposal, it was just on of those games that everybod knew. If you mention the word *Impossible Mission* to somebod who's been around for a whi they'll go: 'Oh yeah. Now there's game!' but when you get the ol version up on screen, it doesn't rea ly look too great because we've go more sophisticated tastes in graph ics and gameplay today. So it wa really a case of: 'How can we take game we know is really good, an re-release it for the 90's? What ca we do?' We knew that if we coul capture that same buzz — that sam essence the first one had — w could produce an excellent gam that would please old gamers, bu appeal to new players not so fami iar with the original.

"We're actually bundling the clas sic version with the game, so yo can play the old CBM 64 version."

Steve's team has done away wit the notion of rooms entirely (in th original, you moved from room t room leaping between ledges) an introduced very large maps instea Obviously the graphics have als been vastly improvedand th sound's been given a pumping tech no' soundtrack. In terms of game play, a lot of the original stuff wi be in there — avoiding robots searching objects, etc — but ther are also various sub-games that yo can play from different terminals From these you win equipment, o gain clues to solving the puzzle a the end of the level.



One of the more interesting power-ups is a disguise package which actually turns you into this rather splendid ED-209-type robot (you're the one in the blue dress). This makes you completely invincible for a limited period of time, but unfortunately means you can neither jump nor fire. As you might have guessed, though, this is extremely useful for long stretches of robot-infested road. "You have thirty seconds to comply!"





Boo! Hiss! Yes here he is, the villain of the plot — and what a complete git he is. Just a brief taste of the sort of graphics you can expect from the CD32 version (and just imagine what Elvin looks like when he's rendered and moving, and everything! Phwoar! I can't wait.

"These sub-games are either a 'follow the sequence' affair a la Simon™, or a *Galaxian* arcade type game." continues Steve."We've also got a variety of power-ups in there which have a major effect on gameplay — things like jet-packs and guns etc — which really add to the flavour of the game. In place of the original maps we've got locator terminals that the player can use. There are lots of little enhancements all over the place — though we really did try to keep *2025* as faithful to the original as possible. If you play the classic version, most people have a laugh at the graphics, but they still realise it is a good game."

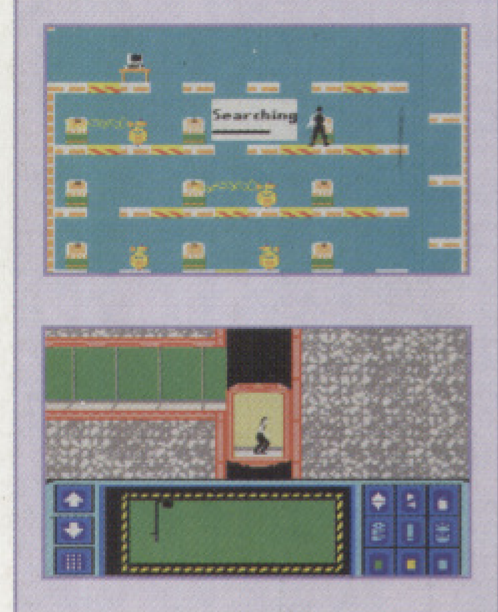
> **This is a game that you've got to play. You sit down with it for ten minutes, and I'm serious, you're addicted.**
>
> **Steve Hand, Project Manager.**

DODGY SIXTIES

As far as baddies go, the game still contains robots with different levels of artificial intelligence, and though the sprites are more impressive, it's basically the same.

IN OLDEN DAYS...

There you go you nostalgia junkies, here's how the original version looked in all its, er... original, er... glory. Yes I know it looks a bit sad, but that doesn't mean it wasn't a damned fine game. Because it was. Anyway, it doesn't matter what you youngsters think, because you'll get this classic version free with the game anyway, so there.



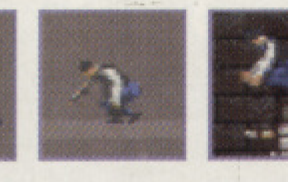
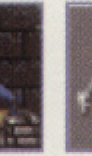
"We've had a few extra ones thrown in there, but it's all working on the principle that on different levels you'll meet robots that'll behave, well... er, differently. Again, we've tried to remain faithful to the original. The only real difference is the number of different types and the fact that some will have a slightly enhanced AI, which affects the way they track you," Steve explains.

The game is all but finished on the A1200, with only a few tweaks still left to 'sort', but producing a version for the A500 is proving a bit tricky."The A1200 was surprisingly problem free; it went really, really well. The A500 has been a problem, purely due to memory management. It's been a git — getting the 2Mb version from the A1200 into 1Mb. At the moment we're looking at loosing a little (and I do mean a little) of the scrolling speed, but we're putting a lot of effort into making sure it's acceptable and plays almost as well as it does on the A1200.

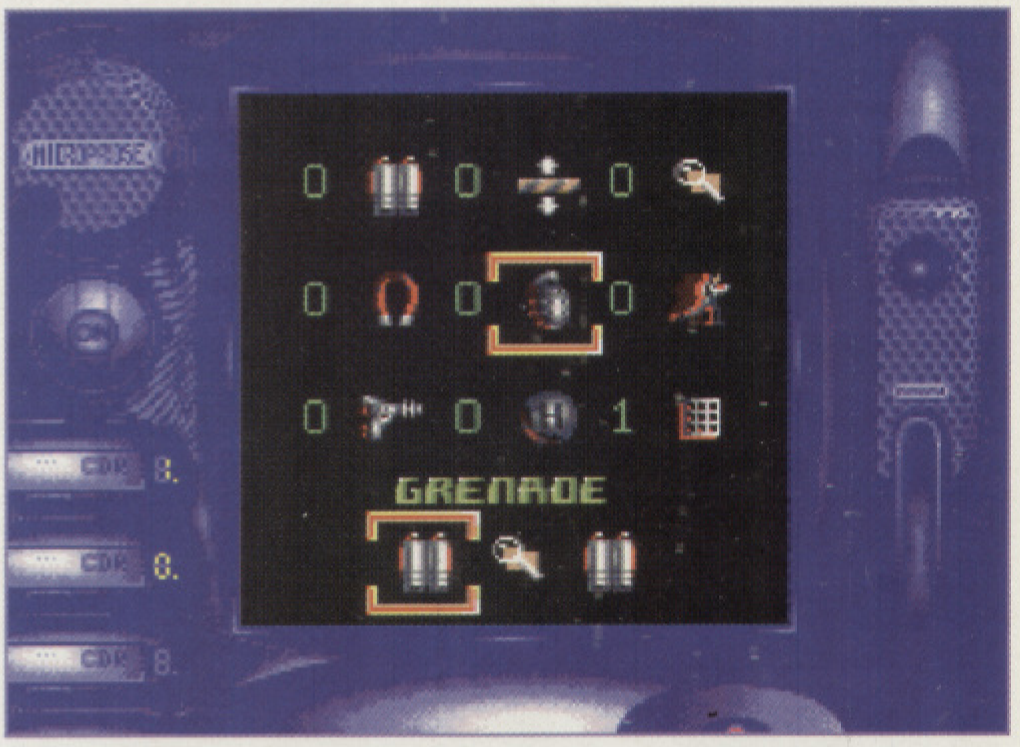
"The other major feature the A500 will loose will be the parallax background. Obviously with the A1200 we've got full parallax but we can't use that on the A500 because of the bitplanes and so on, so what we're thinking of doing is putting a replacement tile system in instead. In terms of overall gameplay, very little should suffer on the A500 — it'll be merely cosmetic stuff. I've got no wood to touch, but 'touch wood' we've managed to keep everything else well under control."

MicroProse will be leading with the CD32 version — which Steve says is indicative of the sort of support they're trying to give the CD32 as a whole — as we went to press only the CD files had to be attached and er... so on. (Spot the fact that Matt's already getting in over his head. — Simon.). (You're not wrong there mate! — Matt).

Whereas in the A500 and A1200 versions Elvin Atombender is hell-bent on conquering the world with his evil robots, the CD32 version the is more impressive: if the player looses, Elvin escapes to his base on the moon and blows up Earth... all in glorious 3D graphics, of course!

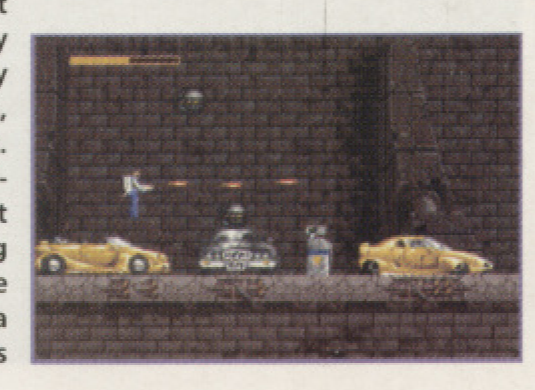




As you search the various objects for puzzle pieces, you'll no doubt uncover a number of useful items. Once you log into an inventory terminal, you can organise your pants and utilise anything carried. You have at your disposal such toys as jet-packs, magnets, needle guns, and many, many more.



Without a doubt, my favourite toy is the jet-pack, which lets your character zip around the screen like a good 'un — whatever that is. It also gives you access to any platform you couldn't reach, along with a super little laser gun. Unfortunately, you only have a limited fuel supply (top bar) so you can't use it willy-nilly. Shame!



"If I was forced to say which one I'd rush out and buy," says Steve, "it would be the CD32 version. As well as the obvious things like CD-quality sound and the extra speed, we've got some incredible graphics in there and a gorgeous final combat sequence. When you finally meet Elvin in the standard version he takes the form of a large sprite which scales and rotates. By placing the cross-hair over him and letting rip with your gun you have to destroy him before he does the same to you. However, we've taken an entirely different approach for the CD32, where we've got a rendered animated figure which enters into a fearsome battle with your blaster and shield — we're really proud of that."

Steve's hoping to pitch this version at a slightly older audience (11 and upwards) with a more strategic approach to the game. You're constantly up against the

clock so you really have to learn where things are. If you race around the levels searching everything in sight, you'll loose. Basically.

"We've tried to take a more mature approach to platform games; ie. more strategy, but still tons of fun. Our version has much more of a Cyberpunk feel to it [best get a grey suit of armour and some rain ready then, really] with the graphics, the sound, and the whole deal. The game is incredibly challenging — it's very hard to complete, and we want to make it clear that the players will have to think rather than hitting buttons blindly and getting a result."

Fortunately for Steve (who's still 'touching wood') the game has pretty much carried straight through from design to product with surprisingly few changes.

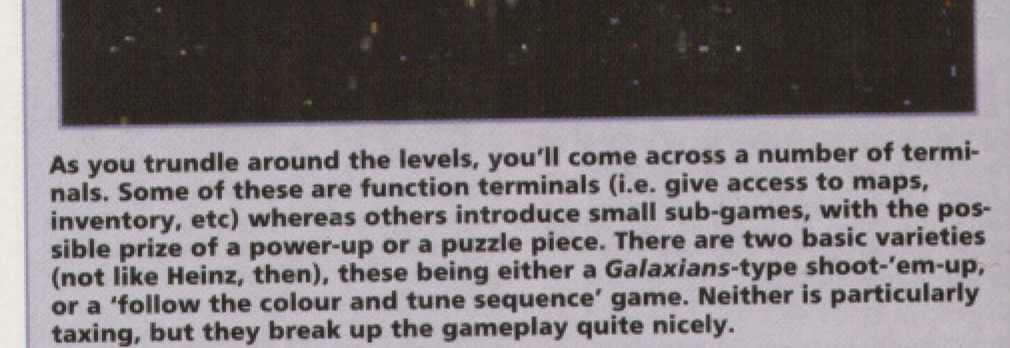
"We had a design up-front, but as we came to, for example the map design, we left a bit of leeway for improving it through game testing. Any changes have tended to come as a result of testing. In some ways it's been a dream project because it's kept on track really well — the final game will end up pretty much as the original design. Having the original game as a template has obviously helped, but we've by no means lifted anything [the levels have all been redesigned from scratch, you see] but you have that sort of yardstick by which to measure the playability of the new version."

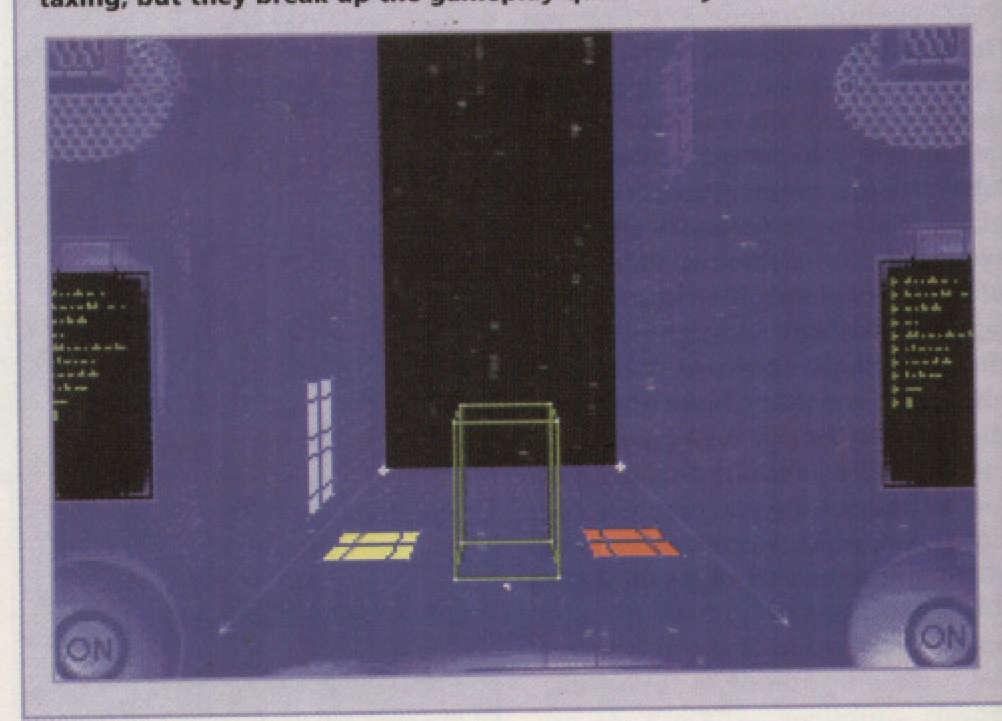
US COP SERIES

Steve had wanted to put more sub-games in, and there were a few other minor gameplay features he thought might be interesting — but time the old enemy worked against him. Fortunately, he's not bitter.

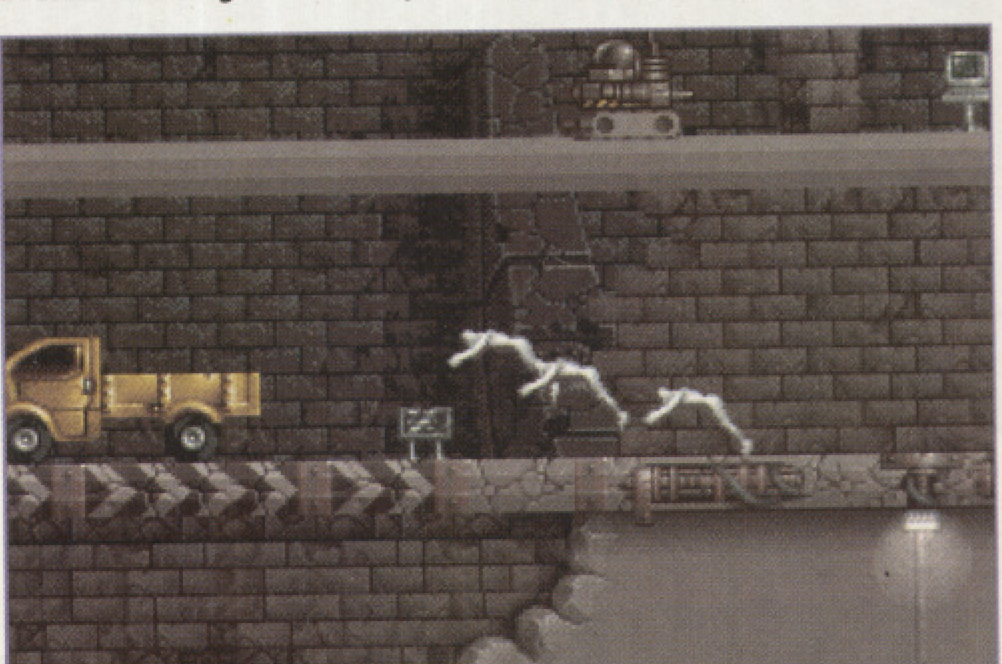
"This is a game that you've got to play. You sit down with it for 10 minutes, and I'm serious, you're addicted. I've ended up addicted to it just because it's such a game-players' game. You're always trying to beat it; And just wait till you see the CD32 version."

All right mate. I will!





As you trundle around the levels, you'll come across a number of terminals. Some of these are function terminals (i.e. give access to maps, inventory, etc) whereas others introduce small sub-games, with the possible prize of a power-up or a puzzle piece. There are two basic varieties (not like Heinz, then), these being either a *Galaxians*-type shoot-'em-up, or a 'follow the colour and tune sequence' game. Neither is particularly taxing, but they break up the gameplay quite nicely.



(Above) Another super toy is a package that creates multiple images of yourself (just like *Zool* only, er... nice). This confuses the robots and makes you invincible for a limited period of time. Here Ram shows off one of his luvverly mid-air flips. As you can see, his style and execution are both flawless. 5.9, 5.9, 5.9...



As in the original game, when you're not busy avoiding and shooting robots, loads of your time will be spent searching objects found around the levels. Depending on the size of the 'thing' being searched, it will take a set amount of time to complete the operation, but with any luck you'll find a chunk of the puzzle, or a power-up. Here, I'm searching for clues in a car engine, for some strange reason. I'm sure everything will become crystal clear at some stage.

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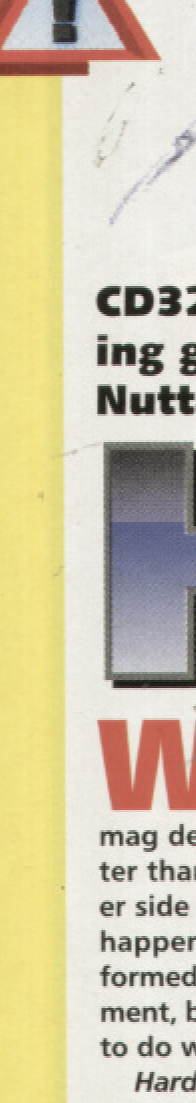
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CD32-based multimedia jazz-mag extravaganza, or cracking good shoot-em-up from southern Scandinavia? Andy Nuttall hopes that it's the former, quite frankly.

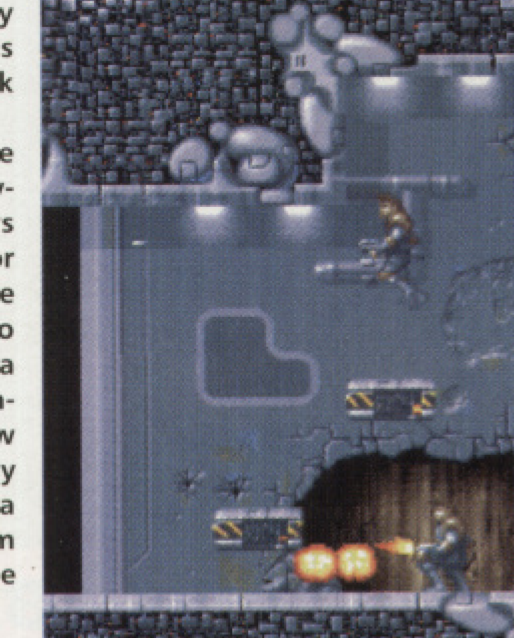
HARDCORE FANTASIES

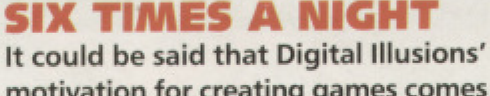
What's this... *Hard Core*? From Sweden? Has this once great and frolicsome mag deteriorated into nothing better than a glad-rag from the seedier side of continental Europe? As it happens, arguments could be formed to add weight to that statement, but, thankfully, it has nothing to do with Psygnosis' new game.

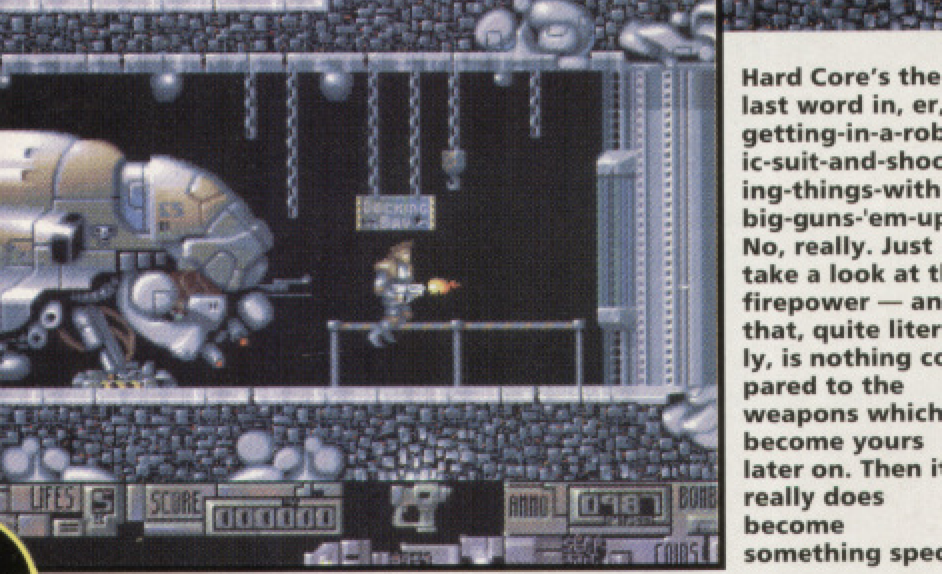
Hard Core looks fantastic. Coming straight from the *Turrican* school of sideways-scrolling, robotic shoot-'em-ups, the graphics are sumptuous even in the early version we've seen. Everything is dressed with metallic effects — walls, doors, enemies... The artist has used bas-relief to stunning effect, as you can see from the screenshots here, but — get this – Digital Illusions didn't think they were quite good enough, so it is redrawing them as we speak! Talk about sticklers for detail...

"These graphics are all from the A500, because we haven't done anything A1200-specific yet," says Fredrik Liliegren, Project Director for Digital Illusions. "For a while we stopped doing the Amiga version to concentrate instead on the Mega Drive, and we found that the graphics didn't convert that well. Now we've redrawn everything. We may use the new graphics on the Amiga but they won't be too different from what you see here. There should be more colours, though."

PROJECT: Hard Core
PUBLISHER: Psygnosis
DEVELOPER: Digital Illusions; Fredrik Liliegren (project director); Bo-Staffan Laninken (programming); Joakim Wejdemar (graphics); Olof Gustaffsson (music and SFX) ~Greg Duddle (producer)
INITIATED: January 1993
RELEASE: September 1994







Hard Core's the last word in, er, getting-in-a-robotic-suit-and-shooting-things-with-big-guns-'em-up. No, really. Just take a look at that firepower — and that, quite literally, is nothing compared to the weapons which become yours later on. Then it really does become something special.

SIX TIMES A NIGHT

It could be said that Digital Illusions' motivation for creating games comes from looking at other examples of genres, sneering, and making them better. With *Hard Core*, though, the boys are aiming at a very competitive area of the games market. The running, jumping and shooting platform game has been done repeatedly, if not completely, to death — take, *Robocop* and *Turricans 1*, *2* and *3* for examples. However, excellent though they are, there has always been oh... I don't know, something lacking in those games, something which *Hard Core* threatens to provide.

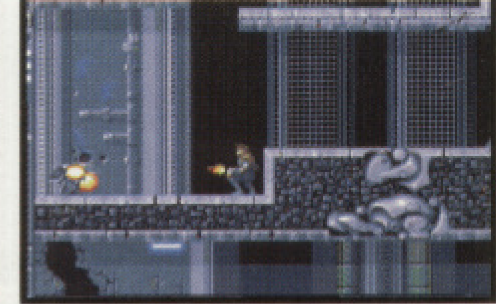
The platform section of *Hard Core* consists of six levels of blastdom. All manner of robots, droids and machinery move with malevolent smoothness; they take pot-shots at you with pea-shooters; they launch homing missiles in your direction; they try to run you down. According to Fredrik, the graphics will change every second level, and there will be different music for each level. The music, incidentally, is driving stuff — exactly the groove needed for such

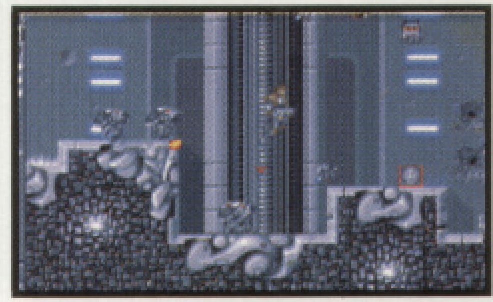
(*Opposite*): Like all good games, *Hard Core* was blessed with a storyboard before its development. Here, *The One* brings you a peek into the world of preliminary-sketch-land so that you can see some of the characters in the game. Here's the original idea for the main man, along with a few of his adversaries.

(*Top right*): Here's our hero blasting the hell out of an innocent robo-droid. Innocent, that is, until it turns around; and it's only then that you really find the cut of its jib. That's the reason this game is so good: your opponents may be thick, and unable to track your position correctly, but they are damned hard.

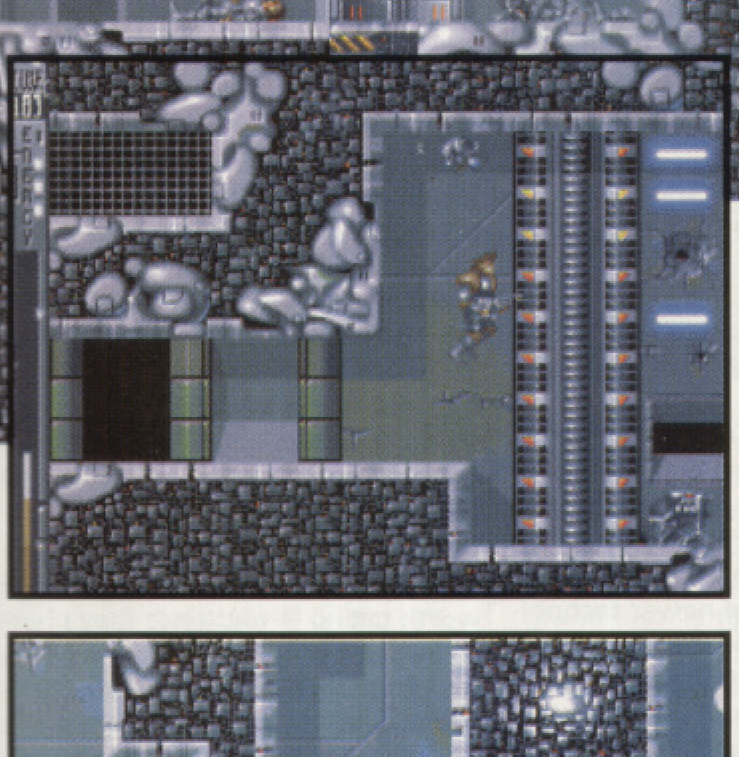
(*Middle*): Look at this picture. There are at least eight different sprites, all animated, moving around on the screen. And this is an Amiga 500. I mean, how greedy can these Mega Drive owners get? They don't really need any more than that, because, let's face it, their brains are too small. To cope. Gits.

(*Bottom*):The overhead racing stages in *Hard Core* are amazing — or at least, they probably are. The truth is, we haven't played them yet, but given that the rest of the game's so fab, we can't really see it being crap. Come on, the graphics are fab, so it must be good.









Floating cyborgs abound in this game. In fact, I reckon this is probably the floatiest, cyborgiest game ever. But actually, I've taken you in with my cunning, sharp wit, and this cyborg is, in fact, merely jumping. 'Bring me my sausages'.

Loads of pickups can be found around the levels. This one, (*left*) a first-aid kit, is pretty dull... but further left you'll see a pickup which gives you huge fire power... a bit like the Gauss Gun in Syndicate, really.

an adrenaline-pumping shoot 'em-up.

But wait — there's more. A separate driving section will also be included in-between platform levels 1 and 3, and 4 and 5. Your character leaps into a jeep armed with a cannon and, enjoying the top-down view, you steer the jeep around and run over the machines — introducing a bit of role-reversal into the game. The cannon mounted to the jeep is independently controlled, so you can shoot enemy tanks, helicopters, planes, artillery and missile bases in any direction. Illusions boasts that in this level you will be able to shoot just about everything, even if it isn't necessary — something which might sound obvious until you consider the number of dormant background objects which... er, hang around doing nothing in most shoot-em-ups.

BIG ONES

Playing *Hard Core*, even in its currently unfinished state, takes you out of the world of Amiga and into the world of the console. Now, don't laugh: big fans of Amiga though we are, we know when we see a good game. And take it from us, Super Probotector on the Super Nintendo is a damned good game — and very much in the style of *Hard Core*.

The main thing which sets the consoles apart from the Amiga is the number of sprites you can move on-screen simultaneously - after all, that's what they were designed to do. So, Illusions has found some limitations between the Mega Drive and Amiga versions of *Hard Core*: "You can have more things on-screen on the Mega Drive than you can on the Amiga, sadly," says Liliegren. "So the Amiga version won't see quite as much action." Mind you, if it's half as good as the early version we saw, that really shouldn't be a problem.

Yes, it seems that guys at Digital Illusions are making a bit of a name for themselves. Hailing from Sweden, the company's aim is to combine the talents of Swedish demo-coders — a scheme which has already produced two of the best-selling games on the Amiga to date: *Pinball Dreams* and *Pinball Fantasies*.

Now, don't tell us that you haven't heard of those games, because we won't believe you. The keen-eyed will notice a similarity between the two (yes, they're both pinball games), and it is on these successful games that Illusions has built its esteemed reputation. The question is, although they've proved their worth with *Pinball*, how will Illusions cope with other genres?

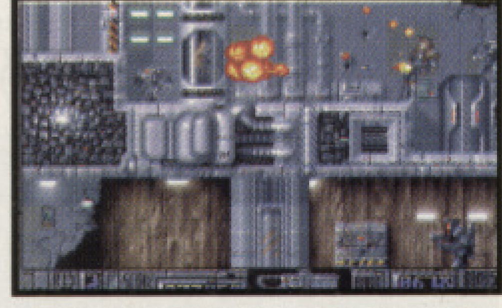
DRIVING IT HOME

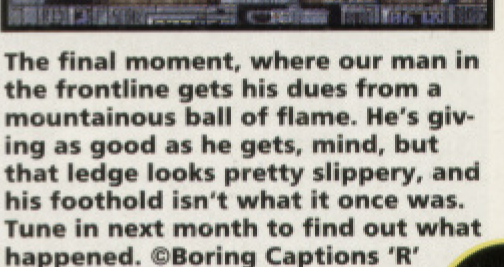
In the middle of last year, Illusions sent a demo of *Hard Core* out to six different software publishers in the UK. The company was on a high — *Pinball* was doing well in the charts, it had received huge critical acclaim from the Amiga magazines, and so naturally they thought they were on to a winner. However, the publishers weren't as enthusiastic as they had first thought: "Although the pinball games did very well," says Liliegren, "we only received phone calls from two companies regarding *Hard Core*." Quite ludicrous, really, when you consider its pedigree.

"The two phone calls we received were from Psygnosis and Team 17," Liliegren adds. "While both companies are undoubtedly very good, we were always intending to produce a Mega Drive version. So Psygnosis, being an established console publisher, was the natural choice."

For the first time Digital Illusions is developing a game without using Amiga as the lead machine. This is probably not a sign of things to come, more a signal that Illusions know the Mega Drive is better suited to shoot-em-ups than the Amiga. Its other forthcoming game, *Benefactor* — also released through Psygnosis — has been developed on the Amiga, so we're not seeing a trend reversed just yet.

And so when are we likely to see *Hard Core* released? With the Mega Drive appearing first, that will obviously put the Amiga version back. Fredrik reckons, though, that we should see it this side of September — but he is currently discussing exactly which format it will work with. They have a version which runs on the A500, but Psygnosis seems to think that the A1200 and CD32 would be better platforms. Whichever, it's going to be a stunning game, and you know *The One* will keep you up to date with developments.

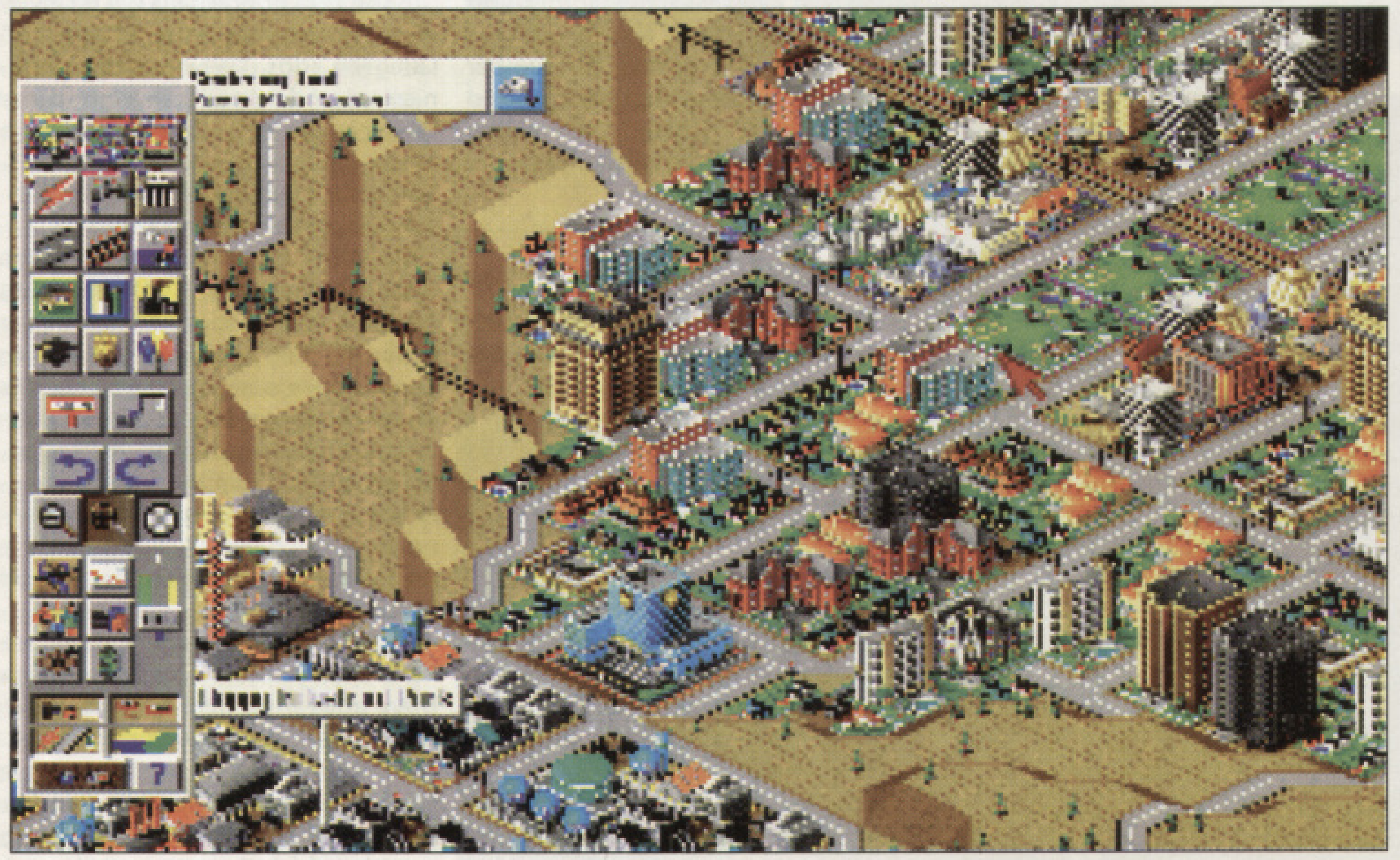




The final moment, where our man in the frontline gets his dues from a mountainous ball of flame. He's giving as good as he gets, mind, but that ledge looks pretty slippery, and his foothold isn't what it once was. Tune in next month to find out what happened. ©Boring Captions 'R' Us 1994.

CITY OF TINY LIGH

Sim City, now aged, wheelchair-bound and smelling faintly of cabbage, is finally to be given the AGA treatment. New bloke Andy Nuttall investigates the phenomenon that's about to sweep the Amiga nation...



The terrain designer, once a data disk for *Sim City*, is included within the new package. This gives you the added option of not only designing your own city, but also the landscape and surroundings.

In the beginning there was *Sim City*. First developed for Amiga and ST by American software house Maxis, then converted over to just about every format around in the late 80s. Undoubtedly the first game of its genre; but it seems, far from the last...

Sadly, Maxis don't lead games development with the Amiga any more; being an American company they see the majority of sales on the Macintosh and PC. Now, though, they've set up a British office, which handles all European sales and development, and *naturellement* the first product to come from this move is the Amiga conversion of *Sim City 2000*.

For those who haven't played the original, *Sim City*, at heart, is an economics simulator. In 1989 Maxis developed a realistic model of a city environment, containing houses, factories, schools and so on, and the model contained enough information to roughly work out the activities of the population. This was dependent on the city and how it was built. But here's the catch: the shaping of the city, and ultimately the economic climate, was totally up to you.

As you can imagine, playing the Mayor of a city isn't all functions and gatherings and wearing large jewellry. No, it involves hard slog, often sitting for hours on end watching your city grow, or slump, tweaking figures, ploughing money in here, building houses there.

It's a game of life for kids, it's an economic strategy game for adults, and it's possibly the first home computer introduction to a proper virtual reality. It's also remarkably entertaining, and certainly one of the most popular games ever written — there aren't many computer gamers who won't have at least seen it, I'll wager.

THE NEXT MILLENNIA

Sim City 2000 is a natural progression from the original game. Not particularly touted as a game for the next century, more as a reply to the later games — *Utopia*, *Genesia*, *Populous* — which used newer technology and bettered the gameplay.

A typical City 2000, let's call it Nuttsville (no let's not — Simon.), is now viewed from an isometric perspective. This gives you a more realistic image of buildings, and also the higher resolution of the newer machines has made it possible to include much more detail in the graphics — in plain English, Nuttsville now looks rather more realistic than it did five years ago.

The more astute among you will probably have worked out that "higher resolution" probably equals the higher-end Amigas — A1200 and A4000 — and you wouldn't be wrong. The new game is not likely to appear on the smaller machines, partly because of the speed difference, especially in higher resolutions; but mainly because of the 256 colour palette needed to display the new cities.

Maxis has taken a gamble with all of the game's incarnations so far: the Apple Macintosh version, for example, only runs on quick machines with 256 colours — and we're talking large wads of moolah for such a system. The PC game requires 4Mb of RAM, and a Super VGA card to run, which is also rather expensive. (For the uninitiated in the ways of the PC — and, let's face it, who can blame you? — Super VGA cards have only become really popular within the last couple of years.) So, the first two games alienated the majority of computer owners, and the Amiga version looks set to follow suit.

Still, Maxis thinks it's a gamble worth taking — and since they physically can't program it for the A600, far be it from us to complain. Having played *Sim City 2000* on the Macintosh, we've found it an amazingly deep, detailed strategy game, with gobsmacking graphics and the same laconic, dry sense of humour that made *Sim City* such a classic. The PC magazines have been heaping praise on their version and it looks like we'll be doing the same.

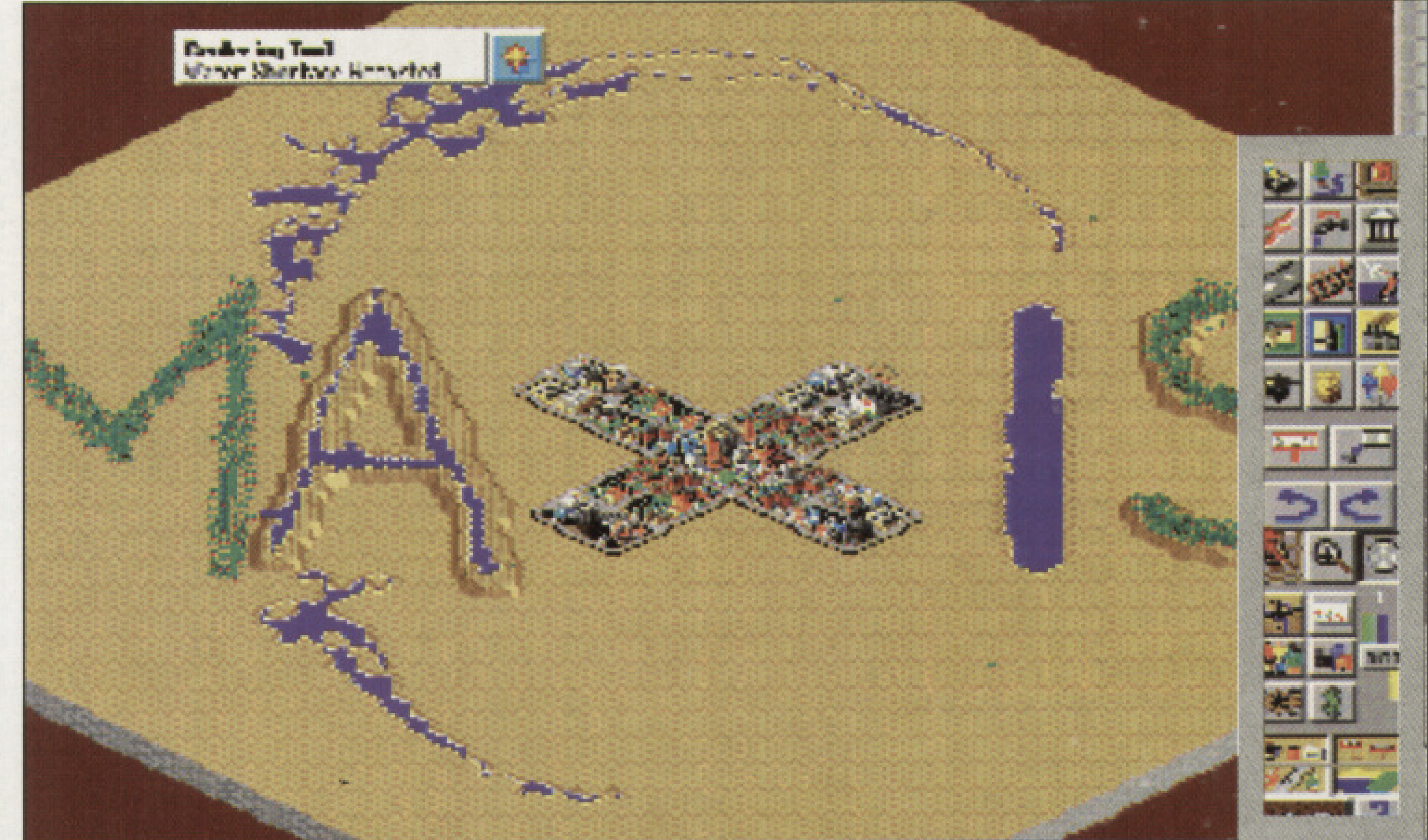
TS

"If you know how your local town is laid out, you can actually build a town that's similar to it and see what goes wrong, if anything, and see how you can change it."

John Jones-Steele, Sim City 2000 Programmer



Happyland, as it is called due to the smiles which permanently adorn the faces of the inhabitants, is a cracking place to live. It's got just about everything: beaches, coves, hills, mountains — loads of things to make it a nice residential area. See how long it can take you to build such a paradise.



Maxis Land, so called because of the curious shape of the land, cunningly eroded from the weather of time into the, er, Maxis logo. Cleverly, the designers have used the different world-building features to create letters made of trees, rivers, grass, and...

WELSH WIZARDRY

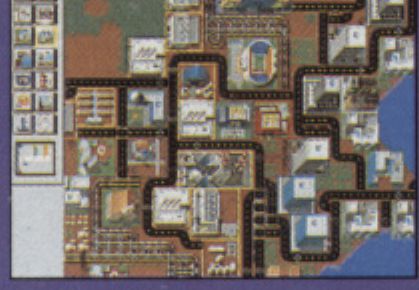
The man charged with bringing this giant of a game to the Amiga is not a Maxis employee. Although John Jones-Steele has programmed for Maxis before, with the long-forgotten Amiga version of *Sim Life*, his history goes way back in computer games. Fourteen years, in fact: his fruitful career has spawned many 8-bit games, and such varied Amiga titles as *Tetris*, *Dizzy*, *Ultima VI* and *D/Generation*.

Even with such a pedigree, you would imagine that anybody faced with programming *Sim City 2000* would be just a little bit daunted. Not John Jones-Steele, though. "It's basically the same game as *Sim City*," he says, "but with lots of refinements. The first thing I needed to do was to get all the text and pictures from the Macintosh version. So, I simply pulled out all the resource files (files containing graphical data), loaded them onto the Amiga, and converted them." He makes it sound so bloody simple, doesn't he?

Converting the game code was also relatively effortless, apparently, only taking John a couple of months to complete. "The reason this has taken so little time to convert is that it is written in C, rather than C++." (C, incidentally, is a high-level programming language, used extensively in the States to program games — the *Monkey Island* series, for instance, was written using it. C++ is an advanced version of the language, capable of doing more, which makes it not compatible with C.) (You what? — Simon.)

"*Sim Life* was written in C++," John continues, "and at the time there were no good Amiga C++ compilers, so it took ages to convert.

OLD, BUT CLASSIC



With the release of Sim City 2000, Maxis has repackaged and re-released the original Sim City under the "Classic" banner. With the new release around the corner, this appears pointless, but by pricing it at roughly £15 — including a terrain editor — Maxis are making the point that good games never die. People buying Sim City in the future, despite its outmoded graphics, will enjoy the game in exactly the same way as they did back in 1989 when it was first released.

Look at these grabs and, if you've played the game before, let the nostalgia lead you away to another era of computer gaming, as I'm sure it will. And then go out and buy Sim City 2000. It's great.



"Also, the Macintosh messaging system is similar to the Amiga," he says, "only more primitive. It's relatively easy to take anything written for the Macintosh and convert it to the Amiga." See? Easy.

GOING UNDERGROUND

On the face of it, as you can see from the grabs, *Sim City 2000* is an incredibly detailed game, much more so than the original, which relied more on a fertile imagination to knock-up a believable city than graphical wizardry. However, the differences aren't only skin deep.

Dig beneath the surface of Nuttsville, and you'll find water and sewage pipes, items which didn't feature in the original simply because they would have confused rather than informed. Also underground you can find subways and underground tunnels, which must be carefully planned to keep the surface structure safe On the roads we now come across bus terminals as well as buses, railways have stations etc, so you can effect a complete, working transport system.

The disasters so feared in the original have now become more, ah, disastrous, and apparently work more realistically than before (although I remember my first *Sim City* being destroyed in a major earthquake, which seemed highly realistic at the time). Of course the main elements of the game, the people, have remained invisible — but their lives are presumably much fuller and happier now than they were, what with this spanking new neighbourhood and all that.

The Amiga version is identical in every way to the PC version, which in turn is the same as the Mac game but with much better music. "The only things I'm waiting for now," says John, "are the PC MIDI files [which contain the music data], which I'll convert into Amiga tracker modules. They're the only part of the game which I couldn't take from the Mac version, because Macintosh sound leaves a lot to be desired."

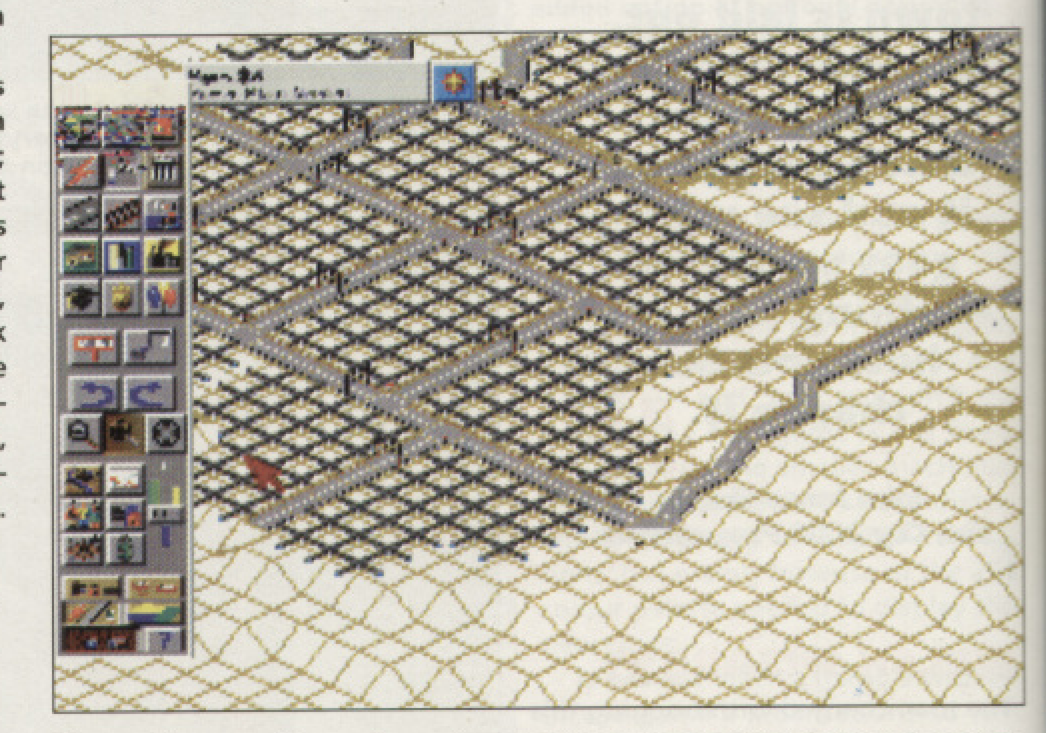
The economic side of the simulation has become much more accurate than before. Indeed, it doesn't even stop at fun and games these days: "Not only can you build much bigger cities," John tells us, "but you can model them as well. If you know how your local town is laid out, you can actually build a town that's similar to it and see what goes wrong, if anything, and see how you can change it."

"You can play it as a game," says John," with a specific objective such as rebuilding a city after a disaster; or you can run it as a piece of light relief." With features in there such as alien UFOs coming down from outer space to potentially invade your city, there is certainly a tongue-in-cheek element to *Sim City 2000*. But, like we said, at its heart beats an accurate, strategic economic simulator, which could feasibly last you a lifetime. Next stop, SimGovernment...

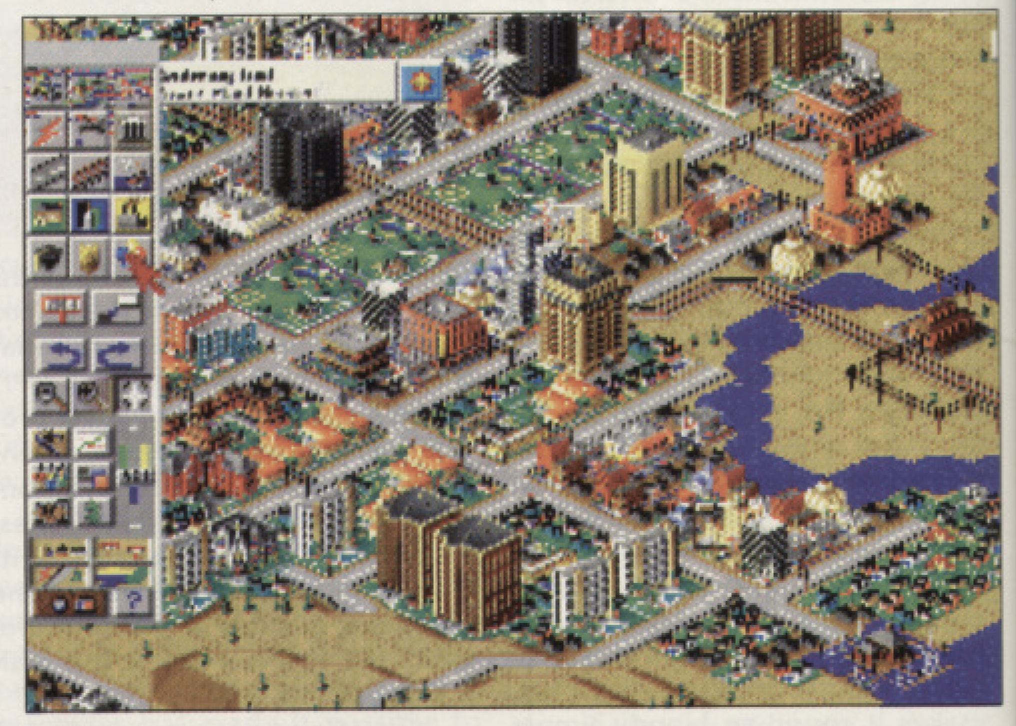
PROJECT: Sim City 2000
PUBLISHER: Maxis
DEVELOPER: Maxis US In-House; Amiga conversion by John Jones-Steele
INITIATED: November 1993
RELEASE: August 1994



Three levels of zoom are available and, surprisingly, here is one of them. You can also rotate the view through 360 degrees to catch any nasty fires or such disasters lurking behind a skyscraper. Such flexibility is a big bonus when you get to this stage, with a remarkably complex metropolis — where literally anything could break out, including riots, tornadoes and alien invasions.



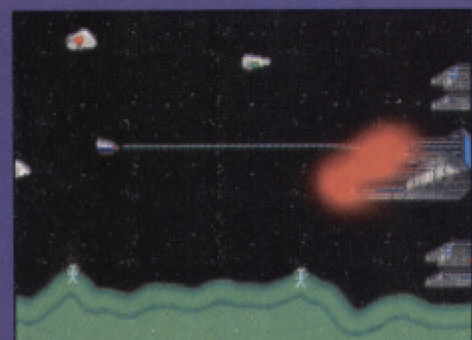
If you strip away the surface of your city, you access the underground section. Here you can build water pipes, which are necessary if your factories and homes are to get any water; and subways and underground tunnels to help them get around town.



And as you can see, Happyland is a major, sprawling city, extending for miles in each direction. Fortunately, wherever you scroll, your icon bar stays close by your side like a small puppy dog, letting you rub its nose and tickle its head whenever, and wherever, you need to.

QUANTUM LEAP

If we, like Sam Beckett from out of TV's *Quantum Leap*, could er... leap back in time and mercilessly slaughter the creators of *Sim City*, we reckon that many other games which took their inspiration from it would never have seen the light of day. If it hadn't, and they did, so to speak, here are a few "artist's" impressions of what they might have looked like:



K240 Defender: Asteroids taken to a new level of gameplay.



The Settlers Hoop-La: Forget economics, just chase those towers!

THAT'LL BE D-DAY...

...heh-heh when I die. Or something. Well, you try thinking of an amusing headline for a WiP about Rowan Software's latest flight sim. Simon Byron certainly can't...

Rod Hyde, Managing Director of Rowan Software, has never flown an aeroplane. "I've never held a pilot's licence," he confesses, "but I have been in quite a few different planes." It's strange, this, because his company has been responsible for some of the most well-received Amiga flight sims (namely *Spitfire 40, Strike Force Harrier, Falcon, Flight of the Intruder, Reach for the Skies*), and its next game, *Overlord*, looks certain to be just as popular.

"I've been interested in flight sims ever since I went flying with one of my friends, who is a pilot," offers Rod, "and in those days I couldn't afford to learn how to fly. So I decided to write my own simulations. Since then the company has grown and grown — there are now more than 15 people working on some of the projects."

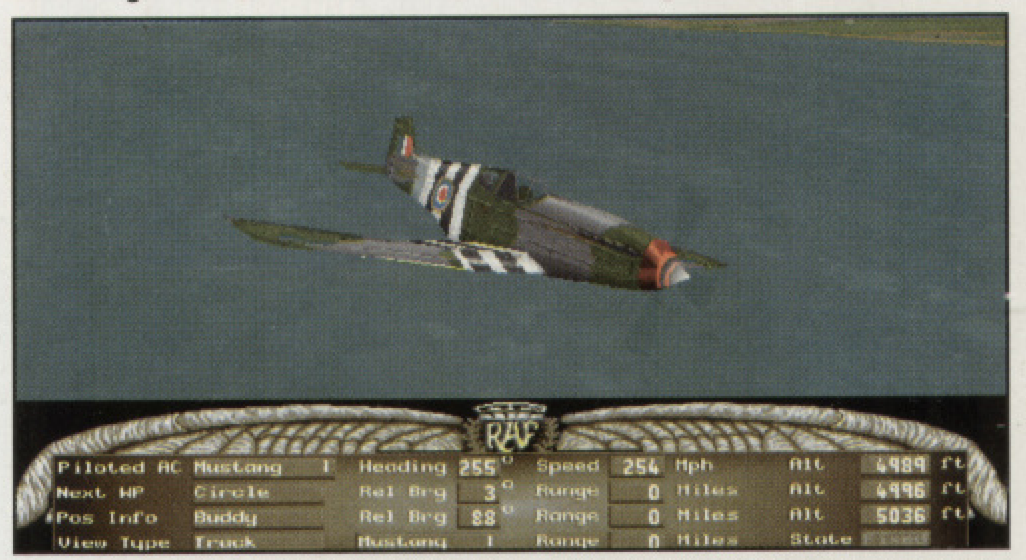
Overlord is set in the run-up to D-Day when the Allied Forces struggled to obtain air supremacy in order to make the impending invasion easier. By successfully completing a number of very different missions — from escorting bombers to their targets, to taking out bridges and other special targets yourself — it's your job to wear down the opposition so that D-Day is a formality.

As you may know, the 50th anniversary of this historic occasion is almost upon us, so the arrival of Rowan's latest simulation couldn't be more timely. However, the bulk of *Overlord*'s action takes place before June 6th. "Although there is a D-Day mission, we have concentrated mainly on the missions prior to D-Day and have attempted to be as historically accurate as possible," admits Rod. "I've always worked to the assumption that being historically accurate produces a better game. We have introduced the nuances and subtleties of real combat which means that no two missions will ever be identical.

The diary entry in all its glory, complete with grainy snapshot depicting one of the more noteworthy events of the last battle. It's little touches like this that make Overlord a more personality-lead combat game as opposed to a faceless flight sim. You can even add your own comments if you wish.

Due to a mix-up, the screenshots you see dotted around the page have been taken from the PC version. Yes, we're terribly sorry but that's deadlines for you. It won't happen again. "We're trying to make the Amiga version look as close to these screenshots as possible," stresses Rod, "although obviously they won't be identical."

And as for A1200 owners? "We haven't decided how to use the A1200's extra power. There are two options: we could make the aeroplanes better; or we might decide to make the ground look better."



There are several new planes in *Overlord*, one of which is this one, whatever it is. Unfortunately, the Amiga version's graphics are unlikely to be this impressive but that's the price we have to pay for owning a proper games machine and not something requiring you to fiddle around with 'bat.exe' (or whatever it's called) just so that you can do your accounts on it. Yes.

The amount of research the team has done for *Overlord* is phenomenal; indeed, Rod estimates that he's read over 100 books on the topic. "The gameplay is much deeper than, say, *Reach for the Skies*," thinks Rod (aloud, obviously). "We've spent a long time getting the 'feel' of the game just right — we want people to experience what being a pilot in the days preceding D-Day was like.

"Coastal battles, V1 rocket launching sites and marshalling yards are all based on photographs. We saw some photos at RAF Hendon, but the picture library at the Imperial War Museum and the Smithsonian at Washington are much more substantial.

BALLY HUNS

"There's a great difference between using the picture library at the Imperial and the Smithsonian. To view photos at the Imperial War Museum, I had to spend a day going through folder after folder of photographs all organised on an efficient but old-fashioned card index. To view the photographs at the Smithsonian was much easier: we bought their laser disk set — nearly half a million photos on six 12" disks! Over 130 photographs from the Smithsonian library are used in the game to illustrate the missions and add realism.

"We've also watched many films: some combat footage and some feature films. One of the most satisfying shots a fighter could make when on ground attack was against a steam engine. If a shot punctured the boiler, steam would be released from the funnel. We've simulated this in *Overlord*.

"There are also less obvious things in *Overlord*. For instance, I read somewhere that German pilots had a tendency to dive inverted to the ground when under attack. So

> **"We want people to experience what being a pilot in the days preceding D-Day was like."**
> **Rod Hyde, Rowan Software.**



After each mission you are given a briefing, as Rod explains: "If the mission has been particularly noteworthy, the Commanding Officer or Spy will come out and meet you as you land. Here, the player has met all the objectives of the game and the next mission will be on D-Day." Well, let's hope he succeeds then, eh?

the inverted dive has been added to the range of manoeuvres."

With each flight sim Rowan Software releases, Rod and his team are striving to continually improve the genre. As this is their sixth plane game, does Rod think they've managed to create the perfect flight sim?

"Well, if the machine doesn't improve then I think we have done the best we can. But there are ways of making a game better even if you've got a 3D routine running as fast as the machine allows. The 3D routine hasn't changed that much from *Reach from the Skies*. But when you consider that we started work on that particular routine back in 1987, you can see that there isn't much we could possibly improve upon. The extra work we have put in has been to utilise the A1200's extra speed as efficiently as possible.

LOOK OUT GINGER!

"We're at the stage now where we're slightly shifting the emphasis of our flight sims to take the pilot's personality into account. During the Second World War, pilots would record how they felt they performed in combat in their diary, and in *Overlord* you are given the option to do the same. That way you feel more involved. There's still a large amount of fighting to be done, though.

"One of the criticisms levelled at *Reach for the Skies* was the amount of time it took to encounter enemy aircraft. We were being a bit too historically accurate, I think. We've rectified that now so you don't have to fly hundreds of miles to get to the action if you don't want to. However, purists are still catered for because you can pretty much tailor the game to your own specifications.

"There are a few effects I'm particularly proud of," smiles Rod. "If you've ever seen any war footage then you'll be aware of the way that tracer fire 'curved' as it headed towards its intended target. This is an optical illusion. The tracer was never going to hit and we've managed to recreate that here. "

Many of Rowan's flight sims have been set during World War 2. "We like to produce pre-jet flight sims for a number of reasons," admits Rod. "First of all, the aircraft were slower. This means that they tended to stay in combat with each other for longer — we get more planes in view at the same time so combat is more exciting.

"Secondly, there are no missiles. This, again, makes flight more interesting. Air-to-air combat in a modern jet sim consists of pressing a button when a lock light appears on the head-up display. This kind of air kill is fun to begin with but soon loses its appeal. On the other hand, each gun kill is different. You are in close; flying skills in three dimensions and anticipation are what's needed to succeed."

PROJECT: Overlord

PUBLISHER: Virgin

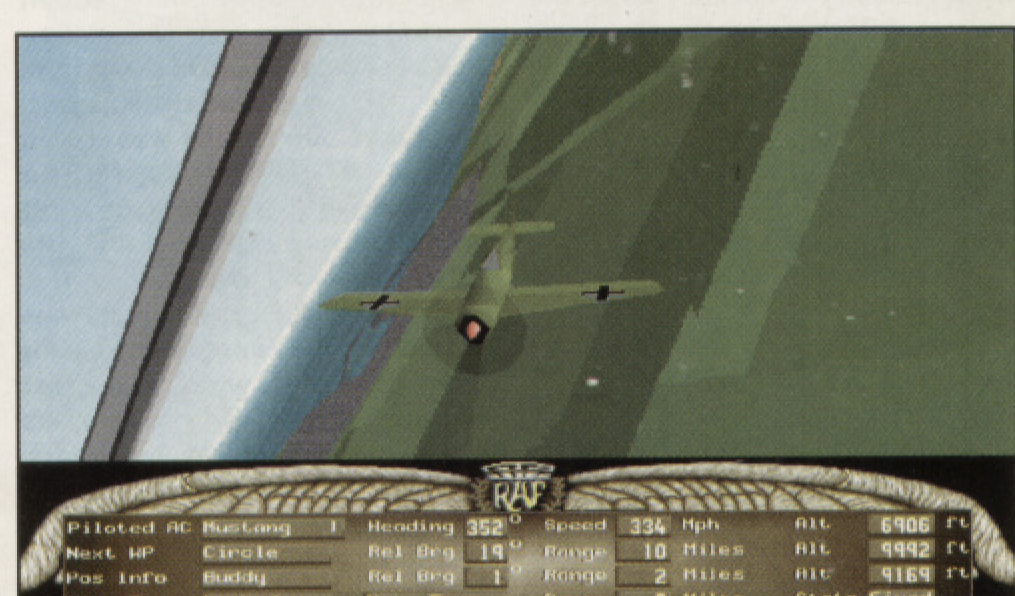
DEVELOPER: Rowan Software: Rod hyde (design and coding); Paul Dunscombe (shape and animation programming); Mary Hyde (world file); Andy McCann (shape production); Chris Orton (landscape programming); Chris Orton (graphics); Jim Taylor (AI programming); Steve Tickle, Dave Whiteside (user interface programming).

INITIATED: April 1993

RELEASE: June 1994



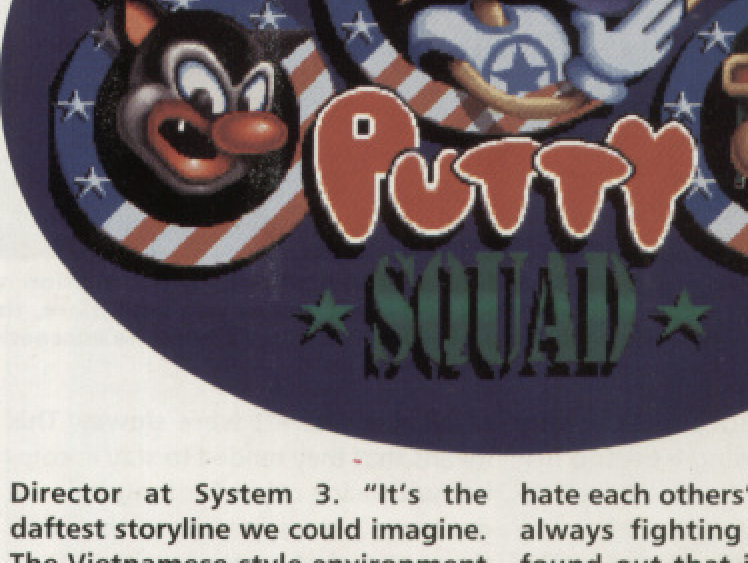
Even Rod is quite surprised by some of the shots you can set up in Overlord. "We've previously been limiting ourselves to the number of image maps we can use and some of the results you see here have only been in the game for a few weeks." This shot, by the way, shows a Typhoon chasing a Heinkel over the Seine Bay. But what's that behind him?



Rowan hasn't got any plans for a CD32 version at the moment. "We've written a CDTV game before so we've got the experience and could probably put a CD-based version together relatively quickly," offers Rod. "But ultimately it's down to how the CD32 itself is doing. If there's enough demand then I'm sure we'll look into it."

BLUE AND

Whoever called Putty "Silly" has got it coming to them, because the once-cute character has now turned into a psychopathic monster blob from hell. New kid Andy Nuttall treads very carefully...



Two years ago there was *Putty*. Bored of fast-action heroes, men with big muscles and Ninja warriors, London-based System 3 Arcade Software based its new game around an animated, amorphous, alien space-hopper with a penchant for violence. He could punch, kick, melt, stretch, jump, squash — hell, anything a normal hero can do, but more. The game was universally acclaimed by the computer press.

Now System 3 is back with the long-awaited sequel. Shying away from simply reworking the original game, the designers have gone back to the drawing board, so to speak, and rooted out the very few problems which dogged the original. They've extended the levels, so instead of platforms cluttered with enemies they're now strategically spaced, giving the game an adventure feel. Then they've given *Putty* a whole new range of moves, and an enemy-turned-sidekick, Dweezil the cat, to help him out. But perhaps most curiously of all, they've set the game in Vietnam.

"Putty and Dweezil work for the CIA there," says Phil Thornton, Art Director at System 3. "It's the daftest storyline we could imagine. The Vietnamese-style environment made for variety, because we could bring in lots of jungle graphics; and we've got the Iraqi war zone in there too, along with the European theatre of war."



Major Smith's Escape Tunnel: Rescue MIA Putties from the World War Two Bees, which drop huge bombs; and the Firework Imps, foul demons who work for the wizard Scatterflash. The Imps are one of the few enemies which Putty can absorb, enabling him to take over their bodies for a short time.

BLUE ATTACK

The story goes like this: Napalm, the new enemy cat replacing Dweezil, has invaded everywhere in the world with his hordes of GI Pups and all their heavy military equipment. Putty and Dweezil have to rescue MIA Putties that have been lost during the war. "We've taken a lot of the corny ideas from Vietnam movies like *Apocalypse Now*," continues Phil, "and put them into the game — to get around the cuteness, mainly. We don't really want to do another cute game: we want to do one that's a bit sick, maybe a bit cynical, and quite anti-American. Oh, and anti-war, of course."

The secret of Putty's success was its graphics. That's not to make light of the gameplay, which was great too, but a few cute characters thrown into a game never go amiss. Phil was responsible for artwork back then as well, but this time he's tried to take video game graphics a few steps further forward.

"In the old days," he tells us, "we used to have several artists, each doing a bit of the game each; but that was generally chaotic and never seemed to work out. Artists always hate each others' styles, and there's always fighting and arguing. We found out that if you pigeon-hole someone for a job — say you've got a guy who's good at backgrounds, and someone else who can do sprites really well — then everything falls into place really easily."

Most platform games nowadays feature parallax scrolling — where two or more backgrounds scroll individually, with nearer objects moving more quickly. This gives the impression that slow-moving graphics are in the distance, and done correctly, some excellent effects can be achieved — look at *Lionheart* for an example of this.

With *Putty Squad*, though, Phil wanted to go a couple of steps further. For his parallax backgrounds, he researched cartoon and theatre techniques to find how they achieved the best 3D effects. As he picks up a video of an old Tex Avery cartoon from the 1930s to show me, I notice a whole shelf full of books and videos about 3D.

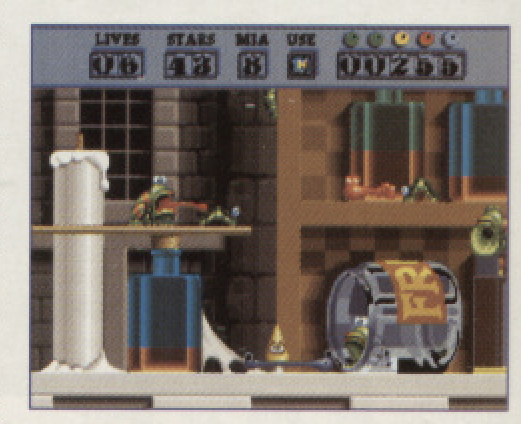
Apparently, Tex Avery was famous for blurring the graphics in the background while leaving the foreground pin-sharp. This creates a contrast which simulates the focusing of the eye, or a camera, producing an excellent 3D effect — and one which Phil has employed for *Putty Squad*. "I don't think anybody's really used this effect in computer games before," he beams, "although I can't think why. Perhaps because of the limitations of the 32-colour palette of earlier Amigas. We just picked it up from looking at old cartoons, and seeing how effectively the characters stood out from the scenery."

The 60 levels in Putty are huge. Another eight are secret, only accessible through invisible doors. The levels are split into 22 different graphic stages, but Phil has tried to give each level a unique look by shifting colours in the palette. "I used a dynamic palette where all the colours are in set banks," he explains, "and I can change the entire palette to create a different mood or effect. The graphics stay the same, but the brightness and contrast of the colours change, making the graphics look very different."

As well as blurring the backgrounds, Phil has employed a technique used extensively in the theatre to add depth of field. "If you go into a theatre, especially a modern one, you'll find that they light up the back of the stage with a very simple primary colour. They might have a very simple black-and-white drawing there, but then they cast a green, purple, or red light on it and



The Watchtower of Squirt: Dweezil the Cat makes an appearance on promise of a tin of cat food. Notice the red MIA putty, which Putty has to absorb to rescue (he doesn't turn purple though, sadly). The purple background here is an example of the theatre method of creating depth (see text).



Dr Sushi's Laboratory of Terror: Frogs, Maggots and other beasties abound in the evil Doctor's lair, where MIA putties are waiting to be experimented upon.

BOUNCY

suddenly it's real, and everything in the foreground stands out well."

To keep the characters in line with the improved backgrounds, Phil has tweaked the main Putty character. "He's the same size," he says, "but he's more shiny so he stands out a bit more than he used to. He's got four new superpowers: a super-punch, a blow dart, inflate-and-float, and he can charge himself up and electrocute his enemies.

"He's actually made of Semtex now," Phil continues, "so he can leave bits of himself around to blow things up! Combat Putty, we're calling him."

PLAY DOH!

To achieve the smooth scrolling parallax backgrounds, programmer John Twiddy — responsible for many Amiga hits including *First Samurai* and *Global Gladiators* — got together with Phil and decided on the maximum number of colours they could get away with. "We managed a main palette of 64 colours, with another 16 for the parallax background," explains Phil. "Even with the A1200 we've had to use a lot of trickery to achieve that. At the moment we're working on the graduation for the skies — we can't get the effect we want from the Amiga palette, so we're cheating again."

> **"We don't really want to do another cute game: we want to do one that's a bit sick, maybe a bit cynical, and quite anti-American. Oh, and anti-war, of course."**
>
> **Phil Thornton, System 3**

By this time John himself has joined us. He's programming the Amiga version, while the SNES version is almost complete — which can cause him problems. "Each time I see the SNES version something has changed," he says, "so I have to keep checking on it daily." At the moment, John has spent two months on the project, and expects to have it finished for a release in late August.

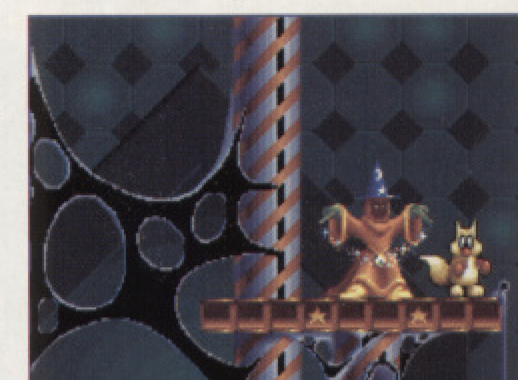
Neither John nor Phil consider the A500 a feasible platform for *Putty Squad*, so they're ploughing all their time and effort into the A1200 and CD32 versions.

"From making it CD32 compatible," John continues, "it's inherently going to be hard disk compatible too. Whether it will be hard disk installable remains to be seen."

"The CD32 version will be similar to the A1200," says Phil, "but we're really going to town with the music, which Richard Joseph [*The Chaos Engine*] is doing at the moment. We've got *Flight of the Valkyrie* in it, along with the *Apocalypse Now* and *Mission Impossible themes*. Oh, and we've got a record coming out too," he adds, grinning.

Good grief: surely not another cheap attempt at parading a cute game character in front of "millions." It didn't work for *Lemmings,* or Mr Blobby, why should it work for *Putty Squad*? "It's a really nice song," Phil insists, "it's called 'All in the way I move,' and it's going into the studio next week. Hmmm...

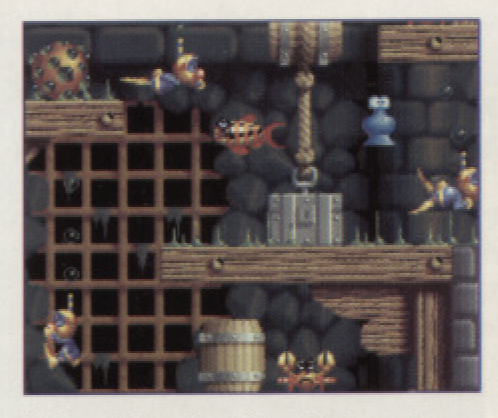
PROJECT: Putty Squad
PUBLISHER: System 3
DEVELOPER: John Twiddy (Programming); Phil Thornton (Artwork), Nick Lee (Characters); Chris Brahms (Design/QA), Richard Joseph (Music).
INITIATED: April 1993
RELEASE: September 1994



Chambers of Scatterflash: The final levels, where the nasty wiz uses all manner of black magic to kill off our hero. By the way, fans of the original Putty will be pleased to note that Uncle Ted returns in *Putty Squad*. He's traded in his organ now, though, and bought a mixing desk - diverting the enemy fire using smart hip-hop grooves.



The 27th Dimension: This scene from Scatterflash's chambers shows the blurred parallax method to full effect. With the background blurred as explained, and the foreground pin-sharp, the scrolling looks very realistic and three-dimensional.



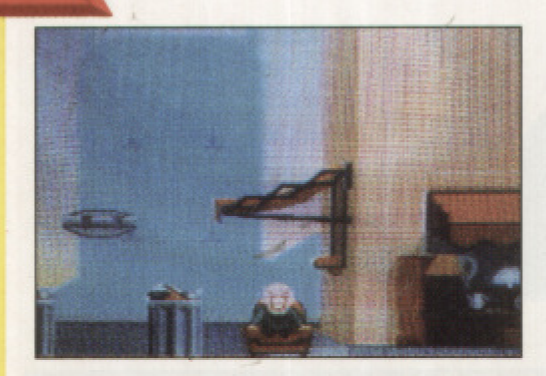
(*Above*) The Lost Lavatories of Phut: Or, at least, I think that's what this one's called. It's somewhere in Scatterflash's Castle of Spume, anyway. The baddies shown here are, (in no particular order) Aqua Pups, Fish, Crabs and Sea Sponges. Just thought you'd like to know.



(*Above*) Night Flight Over London: "There are lots of stars and items to collect," says Phil, "and eventually you come down to land on the Tower of London." Although it's a secret level, he doesn't mind us showing it to you because it's really hard to find in the game. Easy for you though, eh?



(*Above*) In true Mario Bros-style, Putty Squad displays a map before each level, with a pointer showing you your current position. The map moves along with you, and gives you an idea of the graphical style before you move in.



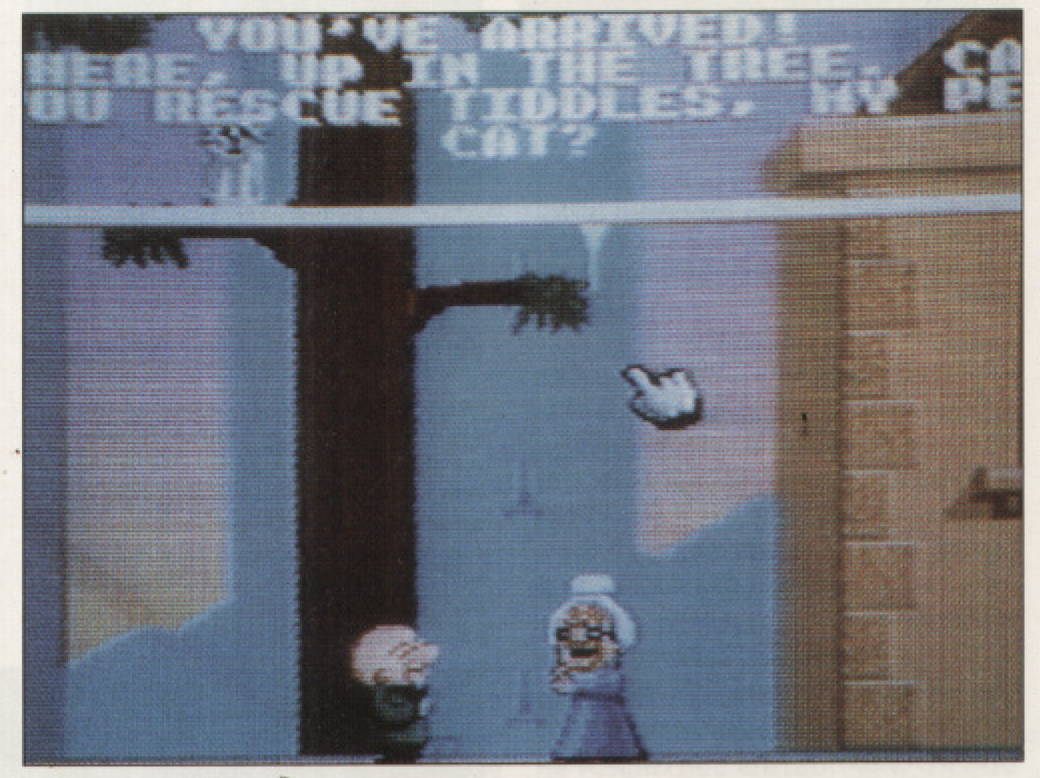
BLIND AS A BAT

Walking into lampposts and tripping over things may not sound like much fun, but if you're a cartoon character it's a way of life. Blind Lemon Broughton spills his coffee all over Millennium's latest — Mr Magoo.

Mr Magoo is a strange cartoon character as far as I'm concerned. He's not exactly a major character in this country and generally only gets an airing at 6.30 in the morning during summer holidays because the BBC has run out of Bugs Bunny, or 'Huge Metal Robot Ninja Warriors That Change Into Small Pieces Of Cheese At Will but Like The Environment' cartoons.

Well, that obviously matters not a jot to Millennium, as the company is embarking upon a licensed puzzle/arcade game featuring *Mr Magoo* who, as if you need reminding, is extremely short-sighted and tends to spend most of his time involved in hilarious japery due to this amusing and potentially hazardous complaint.

> **I think not controlling the main character directly will be a novelty, but it should also make the game play like a virtual cartoon, with lots going on and no game ever turning out the same.**
>
> **Mike Ball, Designer**



When I asked Mike Ball, *Mr Magoo*'s coder and designer, if *Mr Magoo* was the result of something that had already been in development and tailored to include the new character, he answered with a resounding 'no'.

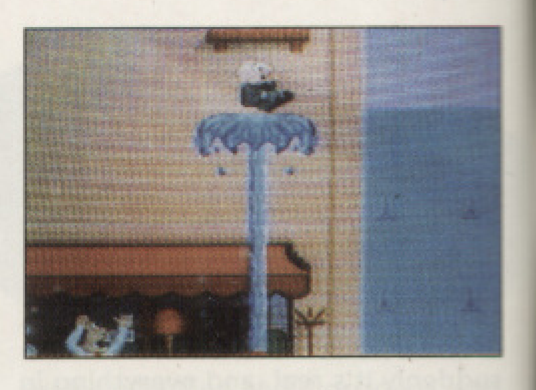
"The *Magoo* project was put our way out of the blue — although we'd heard rumours about a possible Mr Magoo film, so it made sense to get hold of the licence anyway. We definitely wrote it around Magoo — we sat down and watched Magoo videos and took tons of notes on how stubborn he was. We then sat down and tried to come up with an idea that wasn't just another platform game — which a lot of licences turn out to be. We studied the character of Magoo and tried to come up with a game that would be cool with Magoo in it. We tried to not look at other products as much as possible, really."

The team decided that considering Magoo couldn't control himself — he spends most of his time watching events happen around him with no real comprehension — it would be only proper that the player shouldn't be able to control him either; thus was born the rather interesting control method.

"You don't actually control Magoo, but the objects and scenery around him." explains Mike. "The problem here is that you've actually got to get Magoo to accomplish a task, but you can't really use him, so you've got to get something else to make Magoo complete the puzzle, indirectly, as it were."

Within the game this means that the player will take control of objects in Magoo's world, causing him to notice them and interact accordingly. If you 'become' a chair, Magoo will more than likely sit on you (oo-er). If you've got a dodgy spring, a touch of the fire button will send Magoo flying. 'Become' a washing line, and Magoo will grab onto you — etc, etc.

'We created this control method because it's new, it's original, and also because it fits Magoo so well. Unfortunately, design has been the biggest headache with Magoo because it's so difficult thinking up really good puzzles for him to solve."



As is the norm, there are a number of different levels within the game, as well as a fair old collection of sub-games, and though most of these have now been coded, some had to be pulled from the game as they were found to be 'too abstract'. Mike Ball explains.

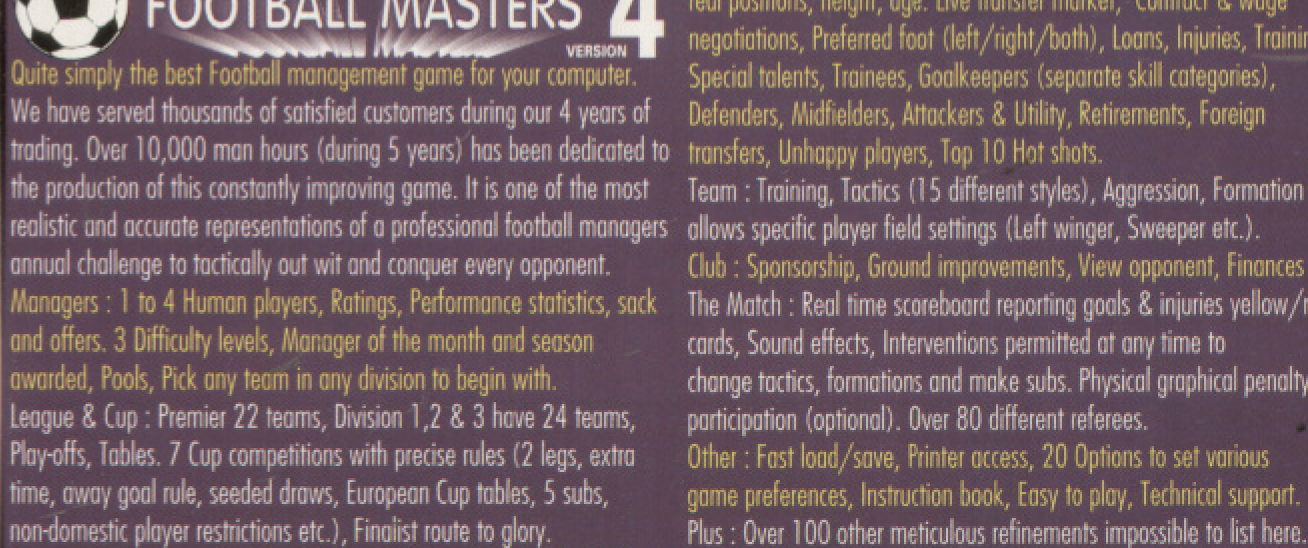
"Hopefully the game will be accessible to players of different age ranges. There will be sections where the younger games player won't get to every secret level and play every extra game, but they'll still be able to complete it and have a lot of fun in the process. The more advanced player should be able to get to all the locations and sample all these extra games. Its a simple theory — the better they are, the more they'll get from the product."

"I think not controlling the main character directly will be a novelty, but it should also make the game play like a virtual cartoon, with lots going on and no game ever turning out the šame. It's all going to be about exploration and experimentation so if the player does something in a different way, they may end up in an entirely different location. If they climb into a rocket, they could find themselves on the moon — there are going to be lots of extra games and game styles built into the into *Magoo*, where *Magoo* goes off into arcade action. That should add quite a bit to the overall novelty of the game as well."

Well it certainly sounds very innovative but whether that's how it turns out — we'll just have to wait and see.

PROJECT: Mr Magoo
PUBLISHER: Millenium
DEVELOPER: In-House: Ian Saunter (project manager and design), Mike Ball (code and design), Mark Rafter (art director and design), Marcus Broome (art and design), Alan Brand (art), Richard Joseph (music).
INITIATED: November 1993
RELEASE: July 1994

PROFESSIONAL FOOTBALL MASTERS VERSION 4



Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent.

Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.

PLAY BY MAIL Service Now Available

ESP SOFTWARE

WRESTLING MASTERS

EASY TO PLAY Animated Wrestling game

Joystick or Mouse. 1 or 2 players

CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.



- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

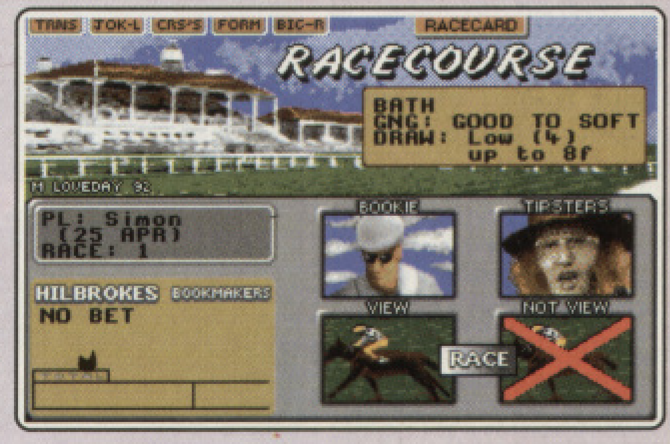
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-



GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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MAIL ORDERS

All the programs detailed in this advert are only available by direct mail.

ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION A G	PRICE	TOTAL
					Professional Football Masters V4	24.95	
					P.F.M. Editor V4	12.00	
					Stable Masters V2	24.95	
					Oracle Horse Tipster (RRP £99.95)	75.00	
					Cricket Masters	24.95	
					World Cup Cricket Masters	24.95	
					Wrestling Masters	19.95	

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EMPIRE FOOTBALL

Empire(No!)

It has to be said that footy titles are loosing their subtlety. There's *Sierra Soccer* from, er... Sierra, and look now we've got *Empire Soccer* from, well... oh dear. The good news is that *Empire Soccer* actually looks quite decent, being a more light-hearted affair than most of the arcade or management offerings on the way. The game contains a comprehensive selection of options, giving access to a full World Cup tournament, a one-off exhibition game, or training — each with 32 National Teams to choose from. You can also choose from five team formations as well as change overall skill settings to make dribbling etc easier.

The thing that makes this game a bit different is the more cartoon-like look, and elaborate animations as you play. The game also features a number of 'sillier' touches, so concede a goal and you'll find yourself being shouted at by an angry manager. Kick someone over, and you'll get a red-faced ref giving you a taste of his coloured cards!

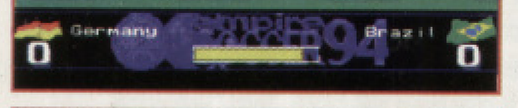
The game also contains more 'brutal features' such as power-ups giving Power Drives, Super Barge Super Dribble, Speed Burst, and lots of other things with 'Super' written in front of them. Or maybe 'Speed'.

A further glance at the 'show-off sheet' reveals other special treats such as action replays of up to ten seconds, extra time and penalty shoot-outs, full statistical analysis at half and full-time, not to mention the animated advertising boards. (I can't wait to see that one!)

The 400 plus frames of arcade style player sprites should also go quite some way to injecting a bit more character than some other products, and you'll be glad to know that any goals, fouls, bookings etc will be rewarded with an animated somersault, crying person, or whatever's relevant at that point.

Games like these are made or, er... broken on gameplay and thankfully *Empire Soccer* looks like it'll be up there with the best of them. You'll be able to find out for yourself with next month's EXCLUSIVE demo!







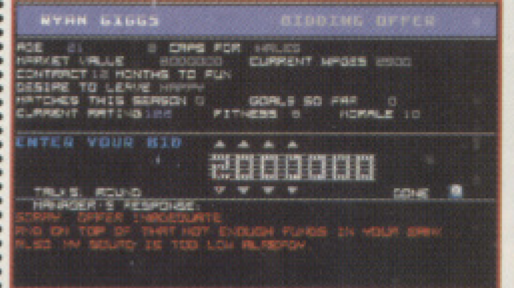




TACTICAL MANAGER

Black Legend









WAH!! (Brief moment alone gathering composure...) Yes it's true, Black Legend is proud to announce the forthcoming release of, and I quote, "...the most detailed and realistic football management game yet — *Tactical Manager*." Oh good. Just for a minute there I thought it was going to be just like the other thousand we've already got on the way.

You may not believe me but, apparently this will be the first game ever to have a 'true simulation of all factors likely to affect the outcome of a football game.' The name of the game (©1972 Bruce Forsyth) is to become the league champions, and this — again apparently — will depend on more than just adding up players' skill scores with a random decider. Rather than just computing the total skills of a side, *Tactical Manager* will actually play each match so that the result isn't known until the last ball has been kicked. Even when results involving computer sides are shown, every single ball has been played according to the teams' strength, tactics and fielding (it'll be just like *TRON*, only with tons of little computer footballers running around inside your own little computer — Cwoar!)

Black Legend will be producing three versions; one with English Premier and First divisions, one with Scottish Premier and First divisions and an Italian Serie A and Serie B. All versions will have comprehensive team and player data along with over 900Kb of game logic programmed in Assembly code, whatever that is.

Statistically, *Tactical Manager* looks set to satisfy even the saddest of the sad, with some 20 years' worth of results and league tables instantly retrievable — that's some 21,290 matches! You've also got 3740 real footballers, both national and international, all eligible for Man of the Match, PFA Player of the Year, Young Player of the Year, Footballer of the Year, and many many more. Can you wait? I know I can't.

D-DAY THE BEGINNING OF THE END

Impressions

To Commemorate the 50th anniversary of D-Day this June, *Beginning Of The End* is the first Micro Miniatures game to feature modern unit types. Like *The Blue and The Gray*, (*The One* April) *D-Day* will be a fully-fledged campaign game, where the player commands either the Allied invasion force in a bid to take Berlin, or the Axis powers attempting to repel the impending invasion.

A number of the criticisms and points raised over *The Blue and The Gray* have been taken on board, and according to David Lester, Impressions' president, these will be adjusted in the new game.

"The reaction to *TB&TG* has been truly phenomenal. There's no doubt that the Micro Miniatures system has now reached a new level, providing enjoyment to both wargamers and more general strategy gamers alike. With *D-Day*, we're bringing the challenge and fun of computerised miniatures to World War Two for the first time. The game will also be the first true campaign simulation of the invasion on the Amiga. We are very excited about this next step forward in computer-based wargaming."

The game has more 'unit variety' than previous games, with air-support, armour enhanced artillery, naval units and airborne troops. Unit types, initial placement of unit, and available reinforcements will all be historically correct for the real enthusiasts (just in case you were worried).

As with most Impressions games, the player will also be able to choose between playing a strategic level-only game, a tactical-only game, or a combination.

Another result of 'consumer response' is the inclusion of personalities into the generals, a feature which will affect both their individual actions and the outcomes to various situations. There will be a variety of victory options, so users who feel that they'd rather alter certain objectives can get stuck in. It's also planned to include shorter scenarios, so that people who don't want to get involved in long drawn-out campaigns can enjoy playing.

It's not over yet, though — here comes more Impressions stuff...

GENERAL SIR BERNARD L. MONTGOMERY

General Sir Bernard L. Montgomery, 'Monty', led the 21st Army Group and initially commanded all Allied ground forces in Normandy.

Montgomery was fifty-seven at the time of D-Day and had the reputation of being Britain's foremost fighting commander. He had yet to lose a major battle and had defeated his German opponent, Rommel, three times! With this track record of success we can perhaps tolerate his manner of being vain and boastful.

The plan was to let Montgomery command all Allied ground troops until they had built up to a reasonable size, then Bradley would take First US Army from the 21st and combine it with

LORDS OF THE REALM

Impressions



You're lucky if you're one of those people who spent most of their time eating crisps and chatting-up girls during history lessons, because you won't be bothered by the following er, mish-mash of medieval history. OK, so thirteenth century saw England divide into a number of counties, each governed by a ruler, with an overall king. Unfortunately, greed and lust for power soon caused many of these lords and barons to resent subjecting themselves to his rule, and over time, they grew restless and decided that things would be so much better if they were the king themselves. (What, all of them? — Simon.) It's rather unsurprising then, that war broke out in some counties.

At this point, some of the more strategically-minded of you might be thinking 'my word, this would make a splendid scenario for an epic strategy game of feudal governing, combat and conquest in late thirteenth century England.' And you may well be right.

Impressions Software is most certainly hoping so, for 'tis they who are about to produce *Lords Of The Realm*, an — and I quote — epic strategy game of feudal governing, combat and, er, conquest in the late, er, thirteenth century.

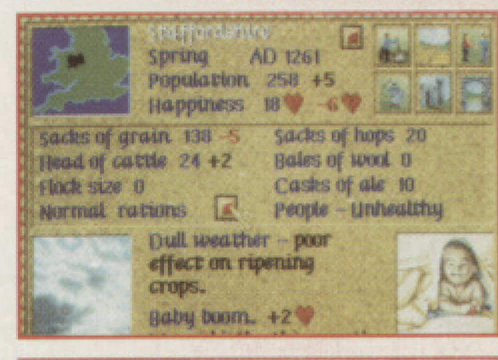
LOTR promises a unique combination of game types, including the first ever true siege simulation (apparently, whatever that might be) and some magnificent castle building (whoa! Stop it at once. Now I'm really hooked!)

Players will choose between playing a primarily combat-oriented game, or a more peaceful one, where they rule a county, all accompanied with atmospheric Medieval graphics and large digitised video sequences. Yes.

As lord, you must carefully manage your people and resources, creating a balance between occupations (farmers, miners etc) and military might. *LOTR* is a turn-based affair and each player can design and build their own siege-proof castles, utilising a number of timelessly classics features, including moats, drawbridges, portcullises and many many more!

Engagements may be fought in tactical detail, zooming-in to the battlefield, and with two player options as well as modem play support, *LOTR* promises to be a strategy fan's dream come true.



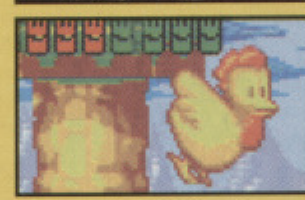




REVIEWS









HOW DO WE DO IT?

At *The One* we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's *The Verdict* where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by mankind. Ever wever pever.

Probably. Ish.

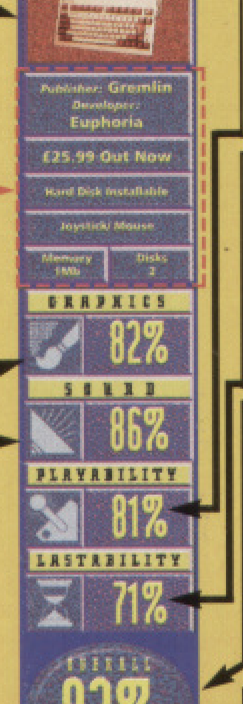
THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.



A1200

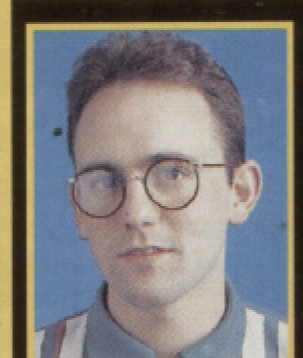
CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.



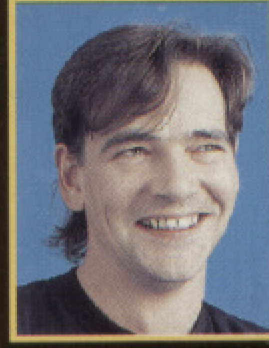
SIMON BYRON
Simon's been very busy this month, but not so busy that he can't recall any near-famous encounters for us. "I once stood behind Keith Chegwin when *Swap Shop* came to Christchurch. My mate was spitting at him and it was really funny. I felt really grown up and clever. It was on the trailer and everything." Yes, it's 'hilarious' mad-cap incidents like this that have made Simon Byron the Editor of Britain's premier childrens' entertainment mag. That and the bribes. Well done.



ANDY NUTTALL
Here he is ladies and gentlemen, *The One*'s spanking new Deputy Ed — Andrew John Nuttall. Freshly poached from our competitors, Andy brings his own unique miserable style to Britain's most childish Amiga mag. You'll also notice that he looks frighteningly like to Simon, creating a scary 'Proclaimers' type effect in the office and for that matter the pub next door, where sozzled punters have been pointing at Andy and Simes and collapsing into fits of giggles. "I nearly interviewed Arthur C Clarke live from Sri Lanka once," he offers, "but he told me to, 'sod off you boggle-eyed git'." Mysterious that, eh?



MATT BROUGHTON
"I've been very lucky with famous people," explains Chief Goatee, "Jonathan King turned up to a gig once and we got very excited indeed. Unfortunately, he wasn't meant to be there he left after about three minutes. Then we had Ringo Starr turn up to another gig and, funnily enough, we got very excited again. Unfortunately, he also left after two songs. I think he was probably worried that we were going to be bigger than The Beatles." Are your sure it wasn't because you're total crap, Matt?



HARRY ATTRILL
Harry began by saying that he'd "met tons of famous people." Unfortunately, after further questioning it became apparent that most of 'Grandad's famous mates' were either dead, or sad guitarists that we'd never heard of — 'Catfish Keith', 'Dave Brock' and such like. Mind you, he did jam with Fish from Marillion (ask your dad, kids) who interestingly enough was his benefit officer at the time. Oh, and he also claims to have snogged Kylie Minogue, but we're sure he was only saying that to be 'in' with us. Keep trying, old person!



Long ago, before the earth was born; before the stars were a twinkle in the Creator's eye; before, even, Jesus became "popular," there existed a race of people known as the Terrans. The Terrans were human-like in form (in fact, they were human, but for our purposes they're Terrans, okay?) and, just like us, they loved to be in-charge of things — people, animals, neighbouring towns — you name it, they tried to conquer it.

As technology advanced the Terrans were able to leave their own small planet. They took a bit of a butcher's around the galaxy and decided they could make a better fist of running it than anyone else. To cut a long story short, the Terrans ransacked and pillaged thousands of neighbouring planets and asteroids, and set up Terran colonies on anything that moved.

Eventually, after many millennia, the Terrans reached the edge of their own galaxy, and before going any further, the Terran Lords (as ever, sticklers for protocol), consulted their Planning Department. The Planning Department's job was to chop the known Universe into neat little sectors and label them. Time passed in the way that only time can. Generations of Planners came and went, thousands of colonists were shipped out to new worlds and the Universe, as is its prerogative, just kept on going.

One particular Terran, let's call him Commander X, was annoyed. He'd waited years for his chance to colonise, and now retirement was drawing near. After many years service in Terran Space Corps, he'd attained superior rank to many who had been honoured with the call. Why wasn't he ever summoned to cruise the starpath to glory? He stamped his foot. He sulked. But the Terran Empire had special plans for Commander X. One particular galaxy, which the almighty big-nobs had discovered with their powerful telescopes some years earlier, was proving difficult to settle. At the last count there were 24 juicy asteroids just asking to be snapped-up — the trouble was, gulp, aliens. What the Empire needed was an experienced, methodical but totally bonkers pilot to lead the eager colonists. All he would have to do is nip out of hyperspace, land, develop, and exploit the hell out of any resources pdq. And if any aliens showed-up, well hack 'em down pronto. One name immediately sprang to mind...

Already bored with life on The One, Andy Nuttall takes to the stars with Gremlin's new strategy-em-up and plays, erm, asteroids...

K240

(Above) Held by the pull of your asteroid's gravity, you'll occasionally find a transporter lurking around. This is from the Imperial star fleet, and it's there to collect the minerals which you've mined — and, more importantly, to pay you for them. Money makes your asteroid go round, and it's worth selling your grandmother for a spanking new vortex missile.

(Left) At the start of K240 you're assigned a random asteroid of a random size and content — just like this one, probably. This means that each time you play you get a different game, effectively. Here's Mattsville, a tall, vaguely well-built asteroid with, if you look closely, a strange goatee beard...



AX-ZILANTH'S ATE MY BUICK
Whichever way you play K240, you're going to come across some aliens. And thank Gremlin, really, because otherwise it would be a pretty crap game. But it's not. So, fellow space cadets, let's take a look at your new neighbours.



(Below) LAK'MAJ'TRAAL... Hailing from the M53, (somewhere outside Manchester, probably — Simon), the "Laks" are snaky, horned, and pretty hard with it. Pictured here is a Lak, reclining between their two huge, spinning orbs (stop snickering) which they call "home."



(Above) TAU CETI III...A hideous race of insect-like creatures, unintelligent but quite capable of giving you a good kicking. They're generally predictable, because they operate as a hive intelligence to protect their Queen — knock her out, and you're on to a winner.



TYLARAN EMPIRE
(Above) The races of the Tylaran Empire used to be greedy, selfish and parochial. But then they picked themselves up, discovered space travel and then sped out to be greedy and selfish to everybody else. Avoid.



THE RIGELLIAN CONFEDERATION
(Above)Rigellians are so intelligent that their brains don't fit in their heads heads. Please don't mess with them unless you're well trained, or well stupid.

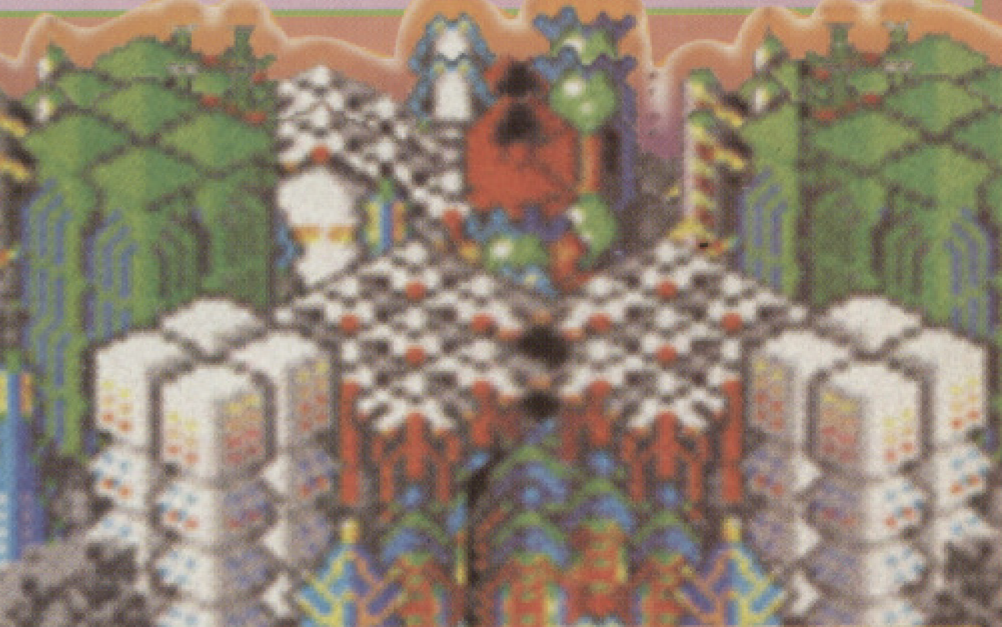


AX-ZILANTH'S
"Ya, boo, and sucks to you!" That's the rallying cry of the cunning Ax, who are renowned for sticking their tongues out at intended victims. Mind you, they do the same to their friends too. Speaks volumes, really. Oh, and they're very, very tough.

(Left) SWIXARANS...And lastly, the toughest alien known to man, the er... tuber. Advanced and extremely dangerous, you should approach them with a trowel, or some slug pellets. Well, it's a bloody vegetable, isn't it? It's a great big green thing with roots. What next, Cosmic Cabbage? Marrows from Mars ? Pah, we say.

Although you're given a certain number of ships for your fleet before you begin, it's possible to build more to complete the set — as long as you've got enough money. Once they're built, you can add them to already existing fleets, strengthening them so they can really kick some, er, bottom. Here we're fitting bombs to a Combat Eagle, although it's rumoured there are shields too.







After colonising an entire asteroid, you can extend it by initialising a Space Dock — or a space station orbiting the asteroid, which you can use to build large items which don't fit on your asteroid. In this you can build loads of new things, from missiles and other weapons to...



...ridiculously powerful and nasty warships like the destructor, which is so hard it wears braces. Sadly, you need loads of different ores to complete these ships, so getting them can be damned difficult. A message informs you if any ores are missing — and even a sampled lady's voice, if you're lucky.

EXCELLENT ERECTIONS...

And what's wrong with that, exactly? Oh come on, children. Because these asteroid-thingys are so densely populated, I'm sure you're wondering just what's what. Well so was I, until I wrote this amazingly marvellous boxout. Hurrah!

SOLAR GENERATOR
The most efficient method of generating electricity, but costly.



PROTECTED RESIBLOCK
A huge skyscraper, capable of housing 300 people. Protected by a gun turret.



DEEP BORE MINE
One of two different mines, capable of digging for ore to various depths.

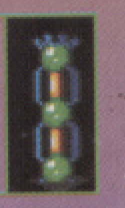
MEDICAL CENTRE
Manned by specialists, the Centre looks after colonists and is good for morale.

LIFE SUPPORT
Provides air for up to 500 colonists — if you don't have enough, they die.

DECONTAMINATION FILTER
If there's radiation around, you need one of these thingummies to get rid.



LASER TURRET
Dot these around the edges to defend your asteroid.



HYDRATION PLANT
Extracting water from ice inside the asteroid provides water for 500 colonists.



You might look at this grab, and say that it's boring. However, a seasoned K240 player would perhaps derive information with regard to his current asteroid ore status. After all, you need ores to build things, and you need ores to sell for money. You need ores to live, basically, and this is how much you have.

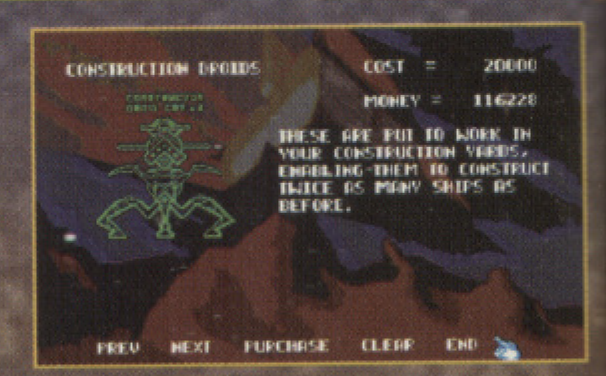


This is death. No, it really is. Missiles are flying in from all directions, sent by some kind of fiendish alien, and there ain't much chance of getting out of it. You see, they ambushed me — one minute they weren't there, the next instant — er...death. Wipeout.

Nuttsville, the thriving Metropolis constructed from scratch by this very reviewer. Pretty good, eh? Note the blue pyramid in the middle, because this is the security block — apparently built to keep the peace, but really meant to keep your colonists from revolting. Big brother, or something.



A map of your entire galaxy can be called up at the touch of a button, and this is what it might look like. The green blobs are your colonies, red blobs are enemy bases, while clear asteroids are yet to be colonised. The dark circles around the green asteroids indicate the sensor range, which can be improved by buying hardware. Oh, and the blue dots are allied craft, yellow dots are satellites, and red craft are aliens (except there aren't any here. Yet.).



Ah, "Plagiarise, plagiarise, let no-one's work escape your eyes..." Who was it who said that? Sorry – drifting off for a second. If the ships you want to build aren't available, you could always call up your friendly local starfleet for the blueprints — and then you can build anything you want!



oming-in on an enemy asteroid can be fun, but only if you have heavy artillery on ur side. It's definitely best to lob a few pre-emptive strikes in its direction first efore your fleet moves in, especially with ruddy hard missiles like Vortex and apalm. That usually sorts them out, leaving rich pickings for your chaps.

he screen from a completed level, inserted here just to prove that here at The One e do actually play games, and not just "review" them like some magazines. We're eat, aren't we?

INCOMING, ENCODED MESSAGE FROM TETRACORP...

CONGRATULATIONS ON DEFEATING THE ENEMY!

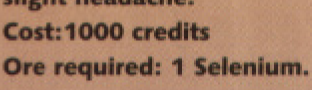
YOU NOW HAVE UNCHALLENGED MINING RIGHTS TO THIS PART OF SECTOR K240.

TETRACORP IS PLEASED WITH YOUR ABILITY.

THERE ARE OTHER CHALLENGES AWAITING YOU, AND OTHER ALIEN CULTURES TO DEAL WITH.

GOOD LUCK!

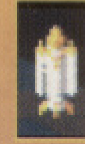
EXPLOSIVE
Although it's white and shiny, the Explosive is simply a bog-standard missile, capable of nothing more than giving the enemy a slight headache.
Cost:1000 credits
Ore required: 1 Selenium.



AREA EXPLOSIVE
Also white and shiny, but with a few more nobbly bits, the Area Explosive causes roughly eight times the destruction of its lesser twin. Those nobbly bits really make a difference.
Cost: 8000 credits
Ore required: 2 Barium



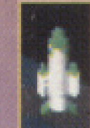
SCATTER
The Scatter's a kind of dumdum missile, splitting into a multitude of smaller missiles — each filled to the brim with explosive. Deadly.
Cost: 10000
Ore required: 3 Selenium



HELLFIRE
Evoking the cry "Bloody Hellfire!" from its victims, this beastie spreads a deadly, unnamed substance across an entire asteroid.
Cost: 20000 credits
Ore required: 3 Quazinc.



VORTEX
Unleashing a terrible electrical storm on its target, the Vortex is so powerful it not only destroys people, but buildings as well.
Cost: 9000 credits
Ore required: 3 Crystalite



NAPALM
Not quite the stuff used in the Vietnam war, but it has much the same effect. Instead of liquid fire, this missile melts structures using plasma gas.
Cost: 6000 credits
Ore required: 1 Quazinc

THE VERDICT



K240's a bit of a dark horse. Stalking up on us like a... like a huge, stalking thing (©**The One** clichés 1994). We kinda knew it was coming, but we never really knew if it was a good game. Well, this is the verdict panel, and the verdict is... it's excellent. Not since **Dune 2** have we been treated to such a great strategy game, designed in the mould of **Populous** but taking the whole idea beyond the stars and, er, into asteroids. All right, the locations are pretty unimportant — but 'cause it's set in the future the possibility for some ludicrously powerful weaponry has been grasped by Gremlin, with spectacular results. The first few hours of play are taken with setting up the game, colonising your first asteroid, mining, building weapons and keeping your people happy. Nice. When that's settled, you might fancy sending out a few scout ships to find new asteroids. And that's where the fun starts. The chances are you'll find a new asteroid, which you should colonise, so that if your main colony is attacked, all is not lost. Gravitational fields need to be mastered and stabilised, or even friendly asteroids will collide into you with catastrophic results. If the new asteroid is marked with a red dot, you've found an alien base — which could be a fairly newly established mining community, or a well-established colony with the resources to destroy you. The trick is, fellow woggle-wearers, be prepared. Despite being a strategy game, **K240** scores on the sound side as well. Great, booming explosions; smaller, twiddly electronic blips — but no music. **K240** would definitely benefit from a few swirling chords here and there, but the atmosphere is pretty strong as it is. **K240**'s been a long time in the making — several world wars have come and gone since its inception — but it's been worth the wait. Gremlin has, unashamedly, produced a game in the style of **Populous** and **Dune 2**, but even if you have both of these I'd still advise you to go out and buy it.

A1200
CD32
Although this version runs happily on an A1200, no specific version is planned at the moment. However, if any CD32 or A1200 version is to appear it won't be until the end of the year.



TOTAL CARNAGE

Prepare to fight like you've never fought before as ICE unleashes its long-awaited arcade conversion. Simon Byron tools up and parties...

Total Carnage. Sounds quite hard, doesn't it? A lot harder than 'A Bit of Carnage', 'Some Carnage', or, 'An Undisclosed Amount of Carnage'. In fact, *Total Carnage* sounds so tough, I reckon you could scare-off the hard skinheads down the estate by threatening them with a bit of it whenever they give you any grief.

However, I wouldn't advise you to actually carry out the depraved acts portrayed in ICE's coin-op conversion (of the decade). Not unless you want a lengthy stay at Her Maj's pleasure, because the eponymous carnage is both graphic and horrible. When you shoot them, Bad People disintegrate into a thousand bloody pieces, their flesh scattering over the terrain. Soldiers bash each others' heads in with rifle-butts. Mines turn dismemberment into an art form. Huge trucks mow down all those not-so-innocent bystanders. The *Total Carnage* world is not a nice one, basically.

And it's all because that git General Akhboob decided to have a fight with the rest of the world. He has genetically engineered an army of mutant fighters by coating ordinary creatures in bio-nuclear goo and sent them forth to destroy everything. But what he hasn't counted on is the intervention of two rock-hard mercenaries, Captain Carnage and Major Mayhem, collectively known as 'The Doomsday Squad'. These two spearhead the 21st century's most dangerous fighting battalion and by controlling one or both of these men it's your job to kill, maim and blow up everything looking even remotely evil.

Total Carnage is a conversion of the Bally coin-op which was the sequel to *Smash TV*. The arcade giant housed two joysticks — one for moving your character and the other for specifying the direction of fire — along with some pretty spectacular sound effects, making *Total Carnage* not the easiest of games to convert. So how has ICE fared? Well...



You begin the game with a rather weedy and hopeless gun (pea-shooter, more like) which isn't exactly tops when it comes to killing people. Fortunately there are tons of pick-ups scattered around the place which bestow your character with much more formidable firepower, the most effective of which is the three-way shot. Use your ammo wisely, though, because it is in strictly limited supply and once you've used it all up you have to revert to the gun.

TACTICS

There's no doubting that Total Carnage is hard. Well hard, in fact. So in our ever-continuing campaign to make your games-playing life that bit more enjoyable, we've decided to reveal a few tried-and-tested tactics which are guaranteed to work.



If a gang of hoodlums approaches from the right, move to the left and hold down fire. The mindless zombies will happily wander into your fire. But don't get too complacent — there are three more tactics to learn.



If a gang of brainless gits approaches from the bottom, shout in a very loud voice "Start queuing!" and they'll line themselves up for you to kill and maim and hurt and destroy.



It gets a bit tricky now. You'll often find loads of enemies sneaking on from the left. If this is the case, tiptoe quietly to the other side of the screen, hold down the fire button, close your eyes and count to ten...



By far the hardest attack wave to deal with is the 'Running directly into your fire from the top of the screen' method. Here, hordes of beings leg it into your bullets, thinking they're immortal. Which, of course, they aren't.





General Unpronounceable Features' army approaches from all sides in an attempt to play a rather violent game of 'it'. Whenever they tag you they'll raise their guns above their heads and try to put half of your brain on the floor. If, however, you manage to kill them first, the game will scroll in the direction you should be moving, forcing you into yet more scraps.



Just when you get used to meeting out death and destruction to the grunts, rather large vehicles speed onto the screen, many with gun-toting passengers. These jeeps not only require more hits than the flesh-coated cannon fodder, but they'll also try and run you over in the process. Gits.



There are three control methods to choose from. You can play using a joystick, a joypad or the keyboard, although none are particularly instinctive and you can often find yourself losing a life because you aren't able to turn around in time. The option of playing with two joysticks like the coin-op is sadly missing.



Of course, if the action does become too much to handle, check you've got a fully-functioning joystick or invite a friend to indulge in a bit of carnage with you. Of course, this means that you'll squabble over the power-ups. However, rest assured that no-one will rush to collect the flame-thrower. Not only is it crap, but for some strange reason sounds exactly the same as the machine gun. ICE must have some *very* strange matches.



Those rather pathetic-looking circles towards the top of the screen cause no end of trouble. They're mines, you see, and even the slightest touch sends you flying skywards, resulting in a lost life, not to mention a detached leg and stomach. If you fancy returning the complement, collect the time bomb pick-up. This can be placed at any time by pressing 'Alt' and can be quite effective if you're timing is spot-on

THE VERDICT

Well, they told us it would be good but... we didn't believe them. And unfortunately we've been proved right. **Total Carnage** is a game which at best can be called 'not very good' and at worst simply 'crap'. For the most part, a typical game is mind-blowingly unexciting — the screen scrolls a bit and about fifty identical soldiers enter the area using that tried-and-tested war manoeuvre known as 'standing in a line and trotting suicidally towards a sea of bullets' (obviously experienced tacticians). So you can often clear up a number of attack waves by holding down fire and waiting for the goons to run at you. And if two people are joining in the, ahem, 'fun' then things are even easier. What's worse is that the game tries to disguise this flaw by chucking in the odd ridiculously difficult attack wave (like a line of blokes running at an extraordinary speed, meaning that you haven't got any time to react if you're in the wrong position) rather than designing clever and subtle set-pieces which require you to do more than more than hold down the fire button for long periods of time. Add to this the fact that the collision detection is rather suspect (it's not unusual to be killed by speckles of blood or a bullet which obviously missed you) and you can see that Total Carnage is a game which frustrates rather than challenges. All the sprites feature some pretty comical leg movements which make all the rock-hard geezers look like cartoon cats running on ice. Even the gun-turrets and main bosses have very little animation frames so you can stand in certain positions and let rip without fear of getting hit. Of course, these criticisms could be levelled at the arcade game, so in that respect it is a good conversion. But why bother converting something as unspectacular as this in the first place?

A1200

Publisher: ICE
Developer: In-house

£29.99 Out Now

Not hard Disk Installable

Joystick/joypad/keyboard

Memory 2Mb | Disks 3

GRAPHICS	35%
SOUND	20%
PLAYABILITY	40%
LASTABILITY	38%
OVERALL	42%

A500
CD32

The version we reviewed is A1200-only, although you wouldn't notice because it looks a bit like PD. We can only hope that the A500 and CD32 versions have an entirely different set of graphics. But somehow we don't think they will.

TOTAL CARNAGE

ARMOUR-GEDDON II
CODENAME HELLFIRE

Presentation. It used to be overlooked by developers but all to often nowadays it's given too much attention — and at the expense of gameplay too. A cynic might say that Psygnosis is one the worst offenders in this regard, however, with *Armour-Geddon II* the company has managed to maintain its high standard of presentation and produce a decent game into the bargain. Good Lord.

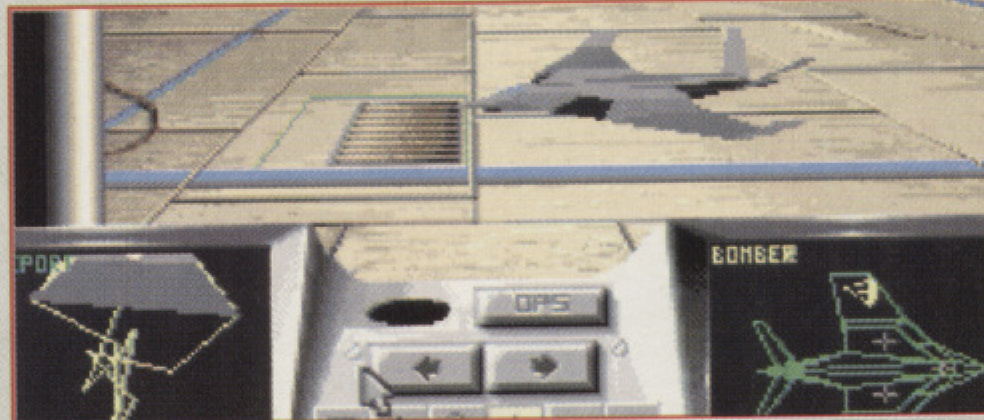
Scenario: a hulking great space computer, called Hellfire, is capable of blowing the earth to tiny pieces. Once, in the late 20th Century, Hellfire thought it would be a good idea to try this out, and it took a small team of ingenious humans to disable it minutes before Armageddon (hence the title — get it?).

Now it's woken up again; and you — even though, presumably, you have no experience in military operations — are put in charge of a number of large pieces of destructive hardware, in the vain hope that you can do something about this nasty Hellfire business. Honestly, 54 billion people on this Earth, and you are singled out as saviour. Some hope, eh?

Most of the hardware involved has been done in simulations before: tanks, fighter planes, bombers, jeeps, that sort of thing, but here they're all put together in one neat package. Problem is, you need to select which ones you need, kit them out with weapons, then roll them out and control them all as a team in one fantastic killer squadron against Hellfire. So, it's not quite your average flight sim, then.

It does, however, have one great feature: flying and driving the planes and vehicles has been kept nice and simple, so not only the tech-heads among you can enjoy a good blast, but also players who have never picked up a flight sim before. The range of missions smack of *Gunship 2000* in their layout, each leading you towards the ultimate goal of building a rocket to destroy Hellfire; and you'll be glad to know that they begin firmly on 'Easy' and work their way up in great numbers to 'Bloody Hard'. Hellfire can be difficult: I'd watch it, if I were you.

MAIN PICTURE (*Above*): The field of battle, as seen from the air, using the excellent map facility. It doesn't really tell you a great deal, but it doesn't half look good. Hellfire can only be destroyed by building an armed unmanned rocket, and launching it: so you need to keep an eye on this map to find the position of your deadly enemy.

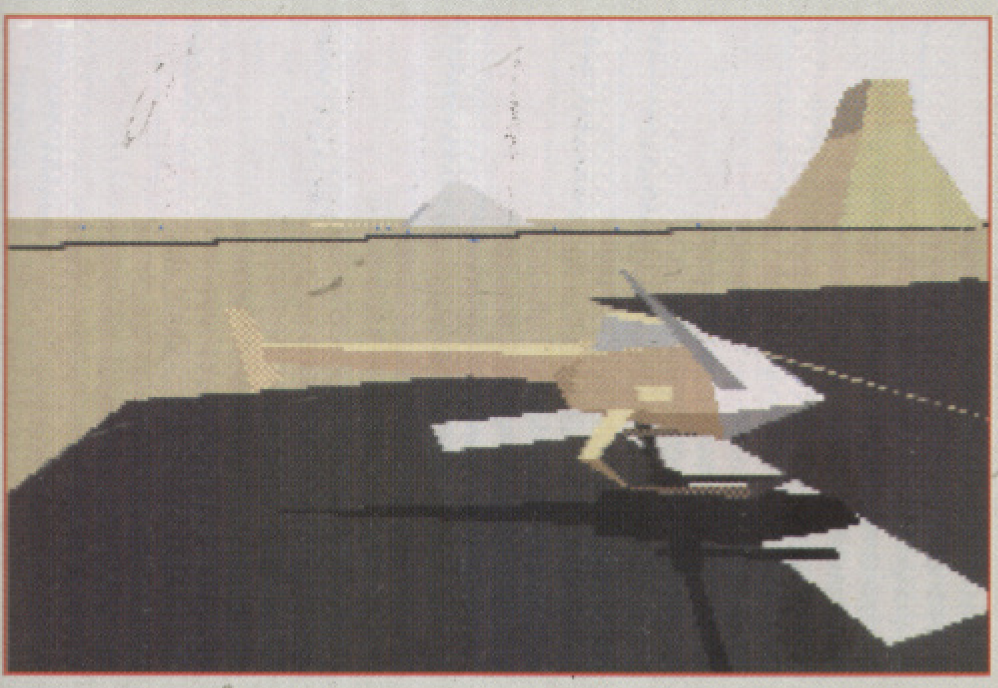


The equipment area gives you an entire hangar to play with, filled with loads of gear for you to create your fleet. It's quite easy to build super-powerful craft and go out to blow things up, but you really need to consider your strategy for both destroying the enemy and building the Hellfire-destroying rocket. It's no good, for example, ploughing all your weapons into a single chopper because it may be shot down.

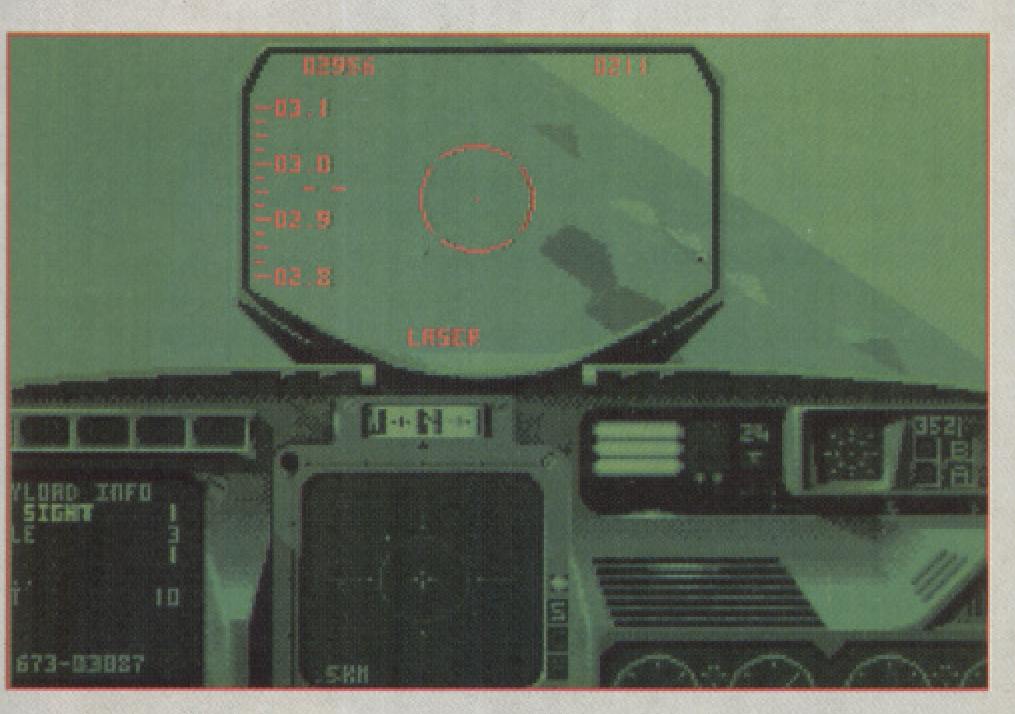


Inside each vehicle and aircraft the controls are laid out in familiar places, which helps when you're flicking between them. This tank, for example, has the fuel and speed gauges over to the right, a radar in the centre, and payload information on the left. The payload can be selected quickly and easily — including, if you're shrewd with your scientists, a cloaking device to make you invisible to radar — and the weapons are represented by the red cross-hair in the main display.

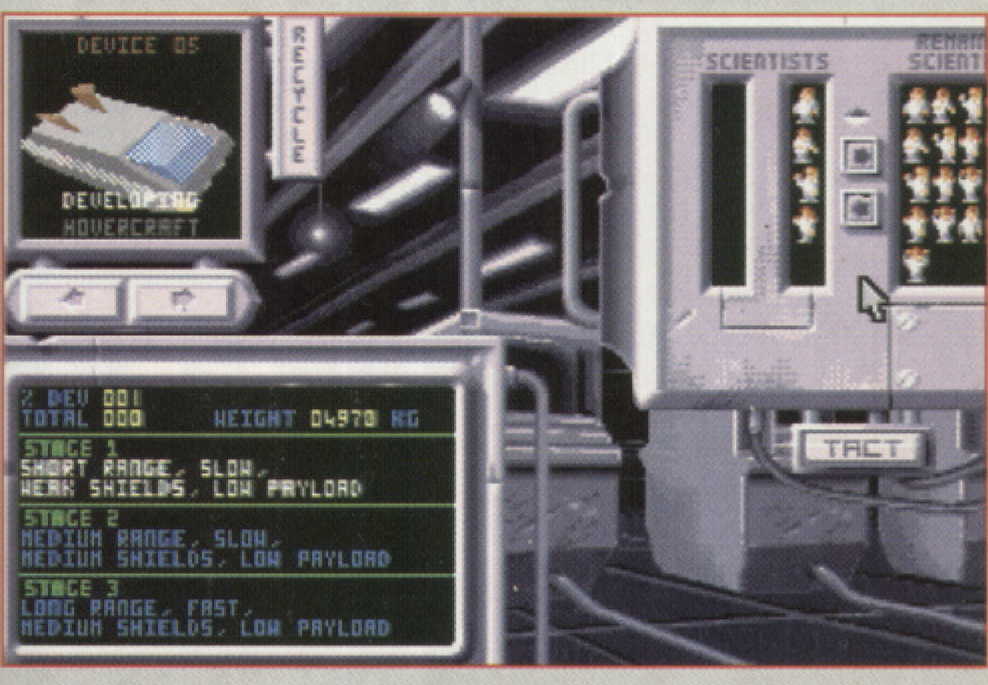




There's a fully functioning strategy simulation in *Armour-Geddon II*, but you'll be glad to know that the 3D bits of the game are top-notch too. Although the ground detail is a bit sparse, the aircraft and vehicles look good and move fast. This is where A1200 owners will feel smug and pleased, too, because the frame rate is greatly improved over the earlier machines. This doesn't really affect tanks and other slow-movers, but when it comes to fighter planes the A600 really grates.

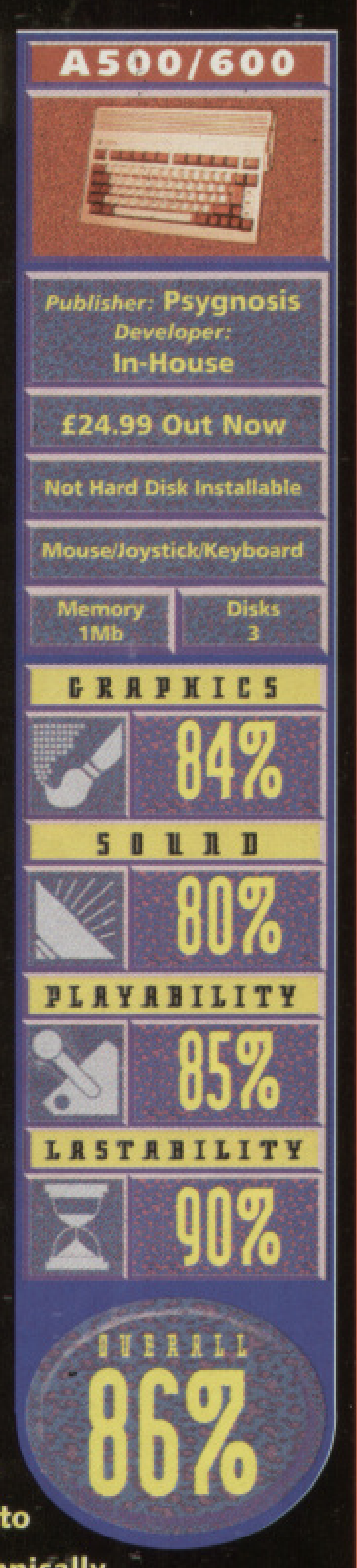


Of course, in real-life you can't just go swanning around in planes and things at night: you need to use a night-sight. And that, curiously enough, is exactly what this is. If you have enough room on your vehicles or planes, this is one gizmo worth developing — otherwise you find yourself crawling around at low speeds, a sitting target for enemy equipped with this feature.



The Research & Development screen is a necessary burden, really. Although I'm sure you want to get out there and kill things, build your rocket and destroy Hellfire, you need to develop certain pieces of equipment first to help you achieve your aim. Whether it's a vehicle or a weapon, simply select it and assign a number of scientists to the job. The piece of kit will be developed, and delivered to you shortly. Within 28 days, presumably. Honest, guv.

THE VERDICT



Armour-Geddon II is one of those hard to crack, but fun if you can be bothered type games (see the schools of **Genesia** and most flight sims for further study). It's a git to get into, because you're initially faced with a stack of options screens, a Syndicate-style inventions screen to create new weaponry, and a whole host of vehicles which must be kitted out for destruction. So, if you like to pick up a game and play it immediately, leave **Armour-Geddon II** well alone. The manual, for example, takes a good half-hour to read, while the game itself needs much longer to get to grips with. The main problem occurs with controlling up to six entirely different vehicles at the same time: not easy when you've played it for hours, and quite frustrating when you're first starting out. For the first few missions, though, you only need to use the odd tank or bomber; but to complete the game you'll find loads of high-tech equipment at your disposal, each requiring a different technique to control. If I were to pick holes, I could highlight the technically clever rotating map, which displays tactical positions and so forth, but is, in the final analysis, pretty useless. And, on the Resource Map where you set your waypoints (points of strategy for your vehicles to aim for, military fans), the icons are small and colour-clash with the background, making any kind of mission planning tedious. However, in this case I don't really want to pick holes, because I had a lot of fun flying fighters and belting around a warzone in a big, hard, tank. The missions aren't easy, and require a lot of planning, but success is something that comes naturally after a while — pretty unusual for a flight sim. No, this is a good idea well executed, providing a lasting challenge for any gamer.

A1200
CD32

Although it works perfectly smoothly and quickly on the A1200, there are no plans for a CD32 version as yet. However, Psygnosis are *the* CD developers, apparently, so don't be too surprised if it arrives sometime soon.

ARCADE POOL

Take a trip to Double-Entendre City with Simon Byron as he fails to be remotely funny whilst appraising Team 17's latest. Come back Dave...



I've been doing a bit of research for this review, dear readers. I've been out there in some of the Capital's seedier drinking establishments, chalking my name on blackboards, eying up the local talent and nodding at my fellow boozers when someone's managed to pull-off something quite impressive. I've shouted: "Good balls, my son," inquired as to whether anyone fancied playing with me, and even offered money to people stupid enough to partake of a spot of doubles. Unfortunately, this got me into a lot of trouble.

The police officers were fairly kind. They even acted as if they believed me when I told them I was in the process of finding out what real 'pool' is like. They did have trouble accepting I was the Editor of Britain's biggest and best Amiga games magazine, but I think I managed to convince them by claiming to have been born in Bath.

Anyway, I'm now in a position to let you know all about the game some are already calling 'pool'. So here goes.

It's like snooker. But with less balls. It's seldom on the telly because its only played in pubs. Rather than wearing a natty waistcoat and smart, terylene trousers, pool players sport scruffy jeans, lumber-jack shirts and smell of old spice. Smoking is obligatory, and if you can spill some ash on the green baize then so much the better. Because there are so many variations (9-ball, 8-ball, speed ball, etc, etc), you can nearly always bluff your way out of tricky shots by moving the cue ball wherever you feel like and saying something like: "It's the new rules, silly." Oh, and you can play something called 'Killer' where it's legal to pierce your opponent's body with the cue if he's better than you. And that, in a nutshell, is pool. D'accord?

***Arcade Pool* features every different version of pool you care to mention. There's even a custom mode where you get to make up your own rules, specify the colour of the table and generally mess around as much as you like.**



Up to eight players, human — or computer-controlled — can partake in the fun. You can even indulge in some best of one, three or five tomfoolery; experience the excitement of a knockout competition; or even watch the computer play itself. The choice, as they say, is yours.

THE VERDICT

Okay, I could sit here saying things like "Arcade Pool is too old-fashioned for the discerning nineties gamer," and comparing it to Archer McLean's 3D offering, but that's neither constructive, nor helpful. So I won't. Obviously there's no way that Team 17's top-down simulation could ever beat the technical standards set by the follow-up to Jimmy White's Whirlwind Snooker, but I reckon there's room for more than one decent pool simulation and if you feel the same way then this could be right up your street. Everything appears to be in working order: the balls travel smoothly and the routines used to calculate the movements are nearly flawless. Even the sound — what there is — suits the game perfectly (although I challenge anyone to get the gentle clacking of ivory balls wrong). Obviously you can't recreate the 'feel' of a real cue when lining up shots but the method employed here is intuitive and with practice gives more than satisfactory results. Occasionally the computer opponent will pull-off a preposterous 14-ball-plant, or something to get itself out of trouble — which is immensely frustrating — but I've yet to come across a snooker, or pool simulation where this hasn't happened every now and again (it's one of the crosses you have to bear, unfortunately). So all-in-all it's a big thumbs-up for this groovy budget offering and a warm round of applause for Team 17 for not ripping-off the kids. Let's huddle together and bond, shall we?

A500/600

Publisher: Team 17
Developer: In House

£9.99 Out Now

Not Hard Disk Installable

Mouse

Memory 1Mb | Disks 1

GRAPHICS 83%

SOUND 70%

PLAYABILITY 82%

LASTABILITY 80%

OVERALL 82%

A1200
CD32

The game recognises A1200s and enhances the game both visually and aurally. A CD32 version is on the way and will come with a free pub.

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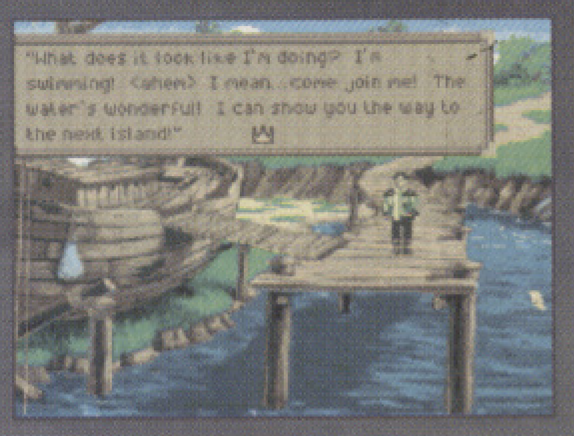
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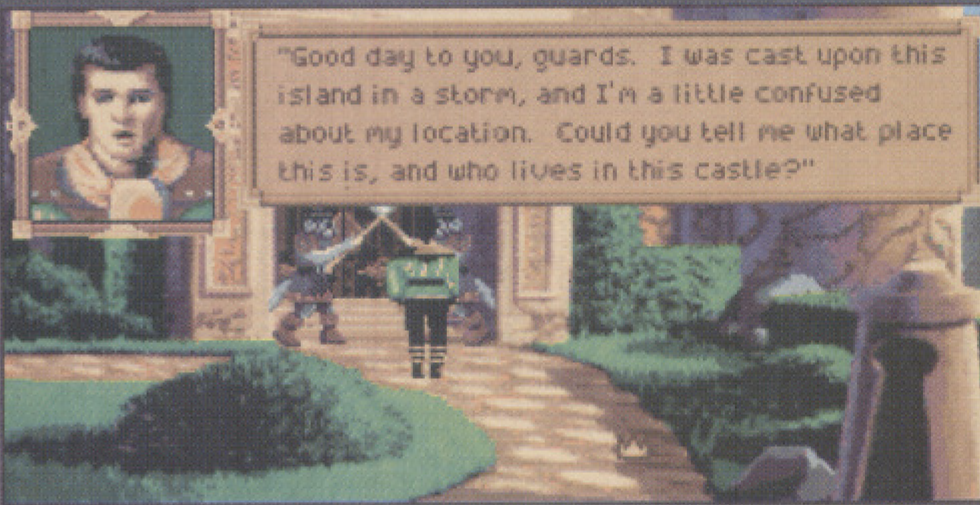
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KINGS QUEST VI

Matt Broughton's a bit cheesed off — and quite rightly too. Thanks to Sierra, he's not only shipwrecked, but not allowed to see his girlfriend. Bummer.



Kings Quest has one element that many adventures don't — and that's death. Yes, whereas most games these days seem to avoid killing-off the hero, *KQVI* seems to take delight in throwing the odd fatal puzzle your way. Here a young boy seems sure that he can direct me to the next island if I dive in. Funny that — everybody else has told me that I'd drown. Oh well, I'm a trusting sort — SPLASH — glub, glub, glub...



The conversations in *Kings Quest VI* are refreshingly to the point. There are no multiple questions for you to plough through, just sit back and watch Alexander ask relevant questions. One of the nice points with this system is the fact that you can come back to characters and continue conversations after you've collected more information elsewhere. This means that you always have to look out for things that can be cross-referenced with other characters.

I'm not happy, you know. I mean everyone has travel problems now and then, but you'd think I'd be able to find at least one ship that doesn't fall apart as soon as it gets a bit soggy. Yet here I find myself, a bit unhappy, a bit wet, and a bit face down in a huge pile of sand.

On further examination, I find that the 'huge pile of sand' is in fact a beach — and an unfamiliar one at that. By the way, the name's Alexander, and I'm a prince. And I am very, very funky.

I was actually on my way to visit a rather stunning chick by the name of Cassima before my ship fell apart, and though she has a rather silly name, she's a babe. She's also a princess. Just like Leia Organa Solo from *Star Wars*. Probably. Only without the hair.

Anyway, after a bit of wandering about (which incidentally is my sixth such wander — how do I get into these things) I find that the gods have been a bit kinder than I first thought and have actually shipwrecked me on the very same island that I was headed for anyway — The Green Isles. Brilliant or what? The only problem is that my girlf' thinks I'm dead, and, being a loyal sort, has immediately shacked up with the island's Grand Viser. Just like Vizier Jafar in Aladdin. Probably.

In honesty, Cass' hasn't 'done it' with him as such, but is just being held prisoner until the Vizier gets a bit of spare time in his busy schedule to marry her. Of course, the first thing he did when he caught a whiff of *moi* was to chuck me onto the streets and threaten me with an interesting variation on death — involving cocktail sticks and a budgie called Alfy — if I ever returned.

Needless to say, this was not what I had hoped for. Unfortunately, the palace guards, though daft as 12-year-old smokers, were not interested in bribes, especially as all I had was a handful of sand that I'd managed to cleverly secrete in my pants (along with my Willy — a small dog incidentally). It was then that my plot was hatched — I would travel the length and breadth of the island, in a rub-a-dub styley, interacting with characters and objects along the way until I found a way to my beloved lady. Marvellous!

What's that? You say you want to come along. Oh, all right. Come on then. Just don't forget the chicken salad sandwiches..

WHAT'S IT ALL ABOUT AL?

You might be wondering just what all this is about, and how the 'King's Quest' thing has managed to get as far as a sixth episode, so let's have a little look behind the scenes at this particular quest's origin. Over to you Prince Alexander...



God I'm hacked-off. Not only have I got absolutely no dress sense, but I've got no idea where my girlfriend has disappeared to. Wait a minute... something's going on with that mirror on the wall. Well blow me if it isn't magic. That'll come in handy! But what's that picture forming?...



Cassi! "Oh my love how are you? Have you been eating enough fresh fruit?" Oh no, she can't hear me. Bloody BT. Never mind — being a bit sharp, I managed to catch a glimpse of the star formation out her window, and using my rather stunning navigational skills I reckon I can make a pretty good guess as to where she is. "Mum! MUM! Come quickly!"

"What the bloody hell do you want? I was watching Eastenders." How I love my mum. "Never mind that you silly cow, pack me some extra sandwiches (and none of that crunchy peanut butter crap either). I'm off on an adventure". I can always rely on my mother for support in times like this. What's that? Oh yeah, duty free. Do you want Bensons or Hedges...



OH BUGGER! I've missed the boat! Never mind, since they privatised the service they've become quite regular — only another fifteen days and another one will be along. That gives me just enough time to gather some mates to crew the next ship (and with any luck, there'll be enough time for a quick game of 'shove-piggy-shove' as well). Happy days.



This is more like it. Ah, the smell of freshly cut timber. Leaping from tree to tree as they float down the mighty rivers of Columbia. The redwood... the pine... the larch... With my best girl by my side, we'd sing, sing, sing. Actually, I feel a bit nauseous after all the excitement. I'm off downstairs for a quick vom.' Let me know if you spot any land.

"Don't know why, there's no sun up in the sky, stormy weather, since my girl and I, 'aint together..." To be honest, I've got a horrible feeling that this storm's going to be a bit nasty. Oh well, my crew of loyal, sturdy young matelots should be able to deal with it while I nip off for some peanut butter sandwiches (bloody woman). CHAPS! WATCH OUT FOR THOSE ROCKS! AAAARRRRRGGGGG!

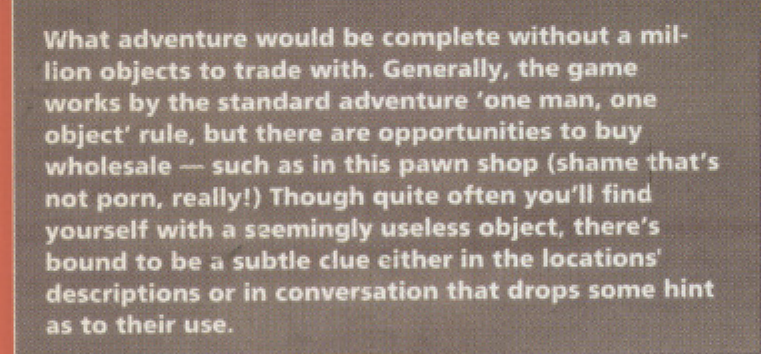
That was the last he'd seen of his crew. Debris from the shipwreck is scattered along the shore, but of the life boats and his men, there is thankfully no trace.

(*Right*) So much for that crew — what a bunch of losers they were. Oh well, at least I'm still in one piece (which is more than can be said for my ship — hope I'm insured). Ho hum, I'd best see where the hell I am and if there are any nice egg and cress sandwiches left...

KINGS QUEST VI



What adventure would be complete without a million objects to trade with. Generally, the game works by the standard adventure 'one man, one object' rule, but there are opportunities to buy wholesale — such as in this pawn shop (shame that's not porn, really!) Though quite often you'll find yourself with a seemingly useless object, there's bound to be a subtle clue either in the locations' descriptions or in conversation that drops some hint as to their use.



"The items on the front counter are the only things in the store that I can let go for the price of one copper. You may make your choice from there."

Isle of the Sacred Mountain
Isle of the Beast
Isle of Wonder
Land of the Green Isles
Isle of the Mists
Isle of the Crown

When you start the adventure, you're shipwrecked on the Crown Isle. After a few conversations, it becomes apparent that this is only one of a number that go to make up The Green Isles. If you get down to some serious trading and object finding/swapping, you should be able to quite quickly get hold of a magic map, which not only shows you where the islands are, but also transports you instantly between them. Very handy indeed.

"There's only one other way to travel that I know of--a magic map. The owner of the Pawn Shoppe can tell ya more about that than I can, Alexander."

The enchanted pond has been cooled by the iceberg lettuce. Though still hot, it is no longer boiling.

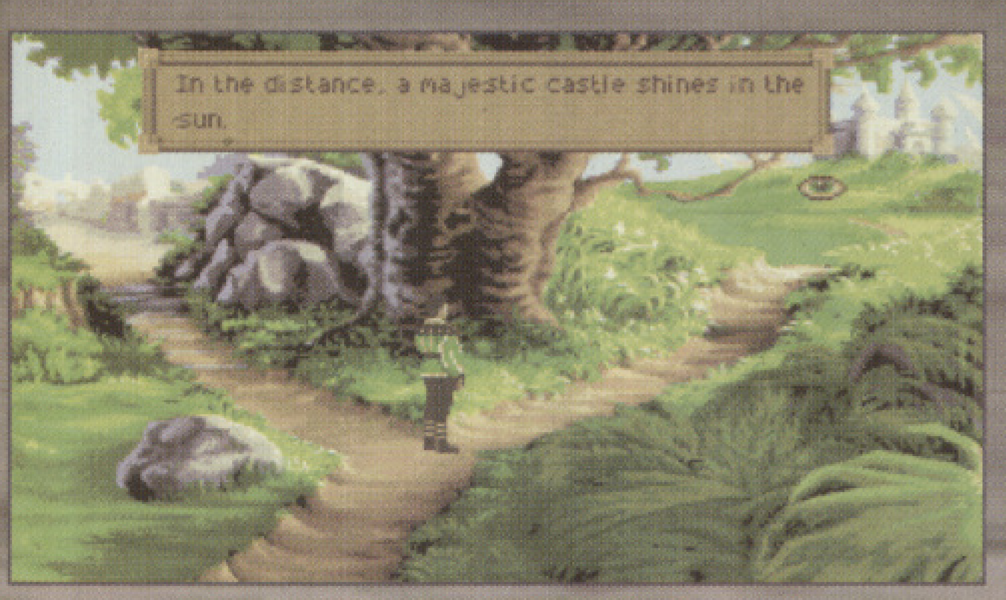
Though not as abstract as *STS*, *KQVI* certainly wanders from the paths of normality on the odd occasion. Here a puddle of boiling water blocks my way, but a quick shuffle through my inventory reveals that I happen to be carrying an Iceberg lettuce. Let's chuck that in and see what happens... Yes, much as I thought; the Iceberg has cooled it down enough for me to cross. Incidentally, my middle name is Susan. Wibble, fronk, fronk.

One of the clever features of *KQVI* is the fact that there's a scoring system marking you all the time. Another feature of this is that it gives you an audible 'ping' each time your score increases. This can be used to see when you've just performed an action, or heard something in conversation, that's particularly important. The ferryman has just mentioned an item in the pawn shop, and thanks to the 'ping' I now know that that should be my next destination.





'I don't know where I'm meant to be — but at least I've got my inventory!'Yep, any adventurer would be lost without some sort of object filled back-pack, and luckily Alexander has an absolute corker. By raising the cursor to the top of the screen and pulling down the inventory icon, you can examine, discard, and generally manipulate your collected bits and bobs. You can also drag items out of the 'pack' at which point they become one of your right mouse button 'action options'.



All the graphics you can see in Kings Quest 6 are there for a reason. Sometimes in graphic adventures you waste time desperately trying to examine background graphics — but not here. By changing the cursor to the 'eye-icon' and moving it over any part of the screen, a clear description will fly your way. It actually takes a while getting used to all this extra graphical information, but once you do, it's very useful indeed.



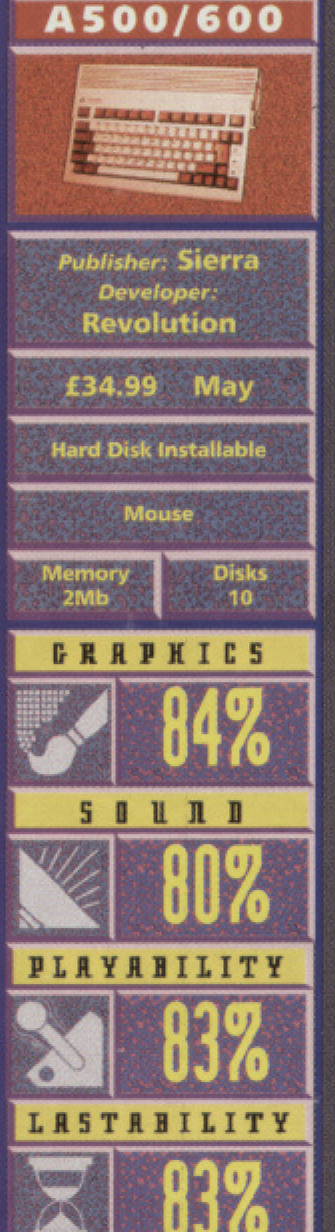
You control the game throughout with only a handful of 'action options'. These cover walking, talking, looking, using, and giving objects. You can either access these by moving to the top of the screen and selecting the one you want, or by cycling through them with the right mouse button. The game is very accurate with your targeting, and has an answer for pretty much every object on the screen. This makes a nice change as you know that you're not just looking at pretty backgrounds — they're all there to be examined if you want.



One of the first things you notice about the Crown Isle is that all the people are really friendly. After working with the bunch of miserable gits here, it's quite refreshing to go somewhere where everybody is willing to help you! Just position your little speech bubble over anyone you meet, and sit back while they give you tons of useful tips and information. What a nice man. What a *very* nice man.

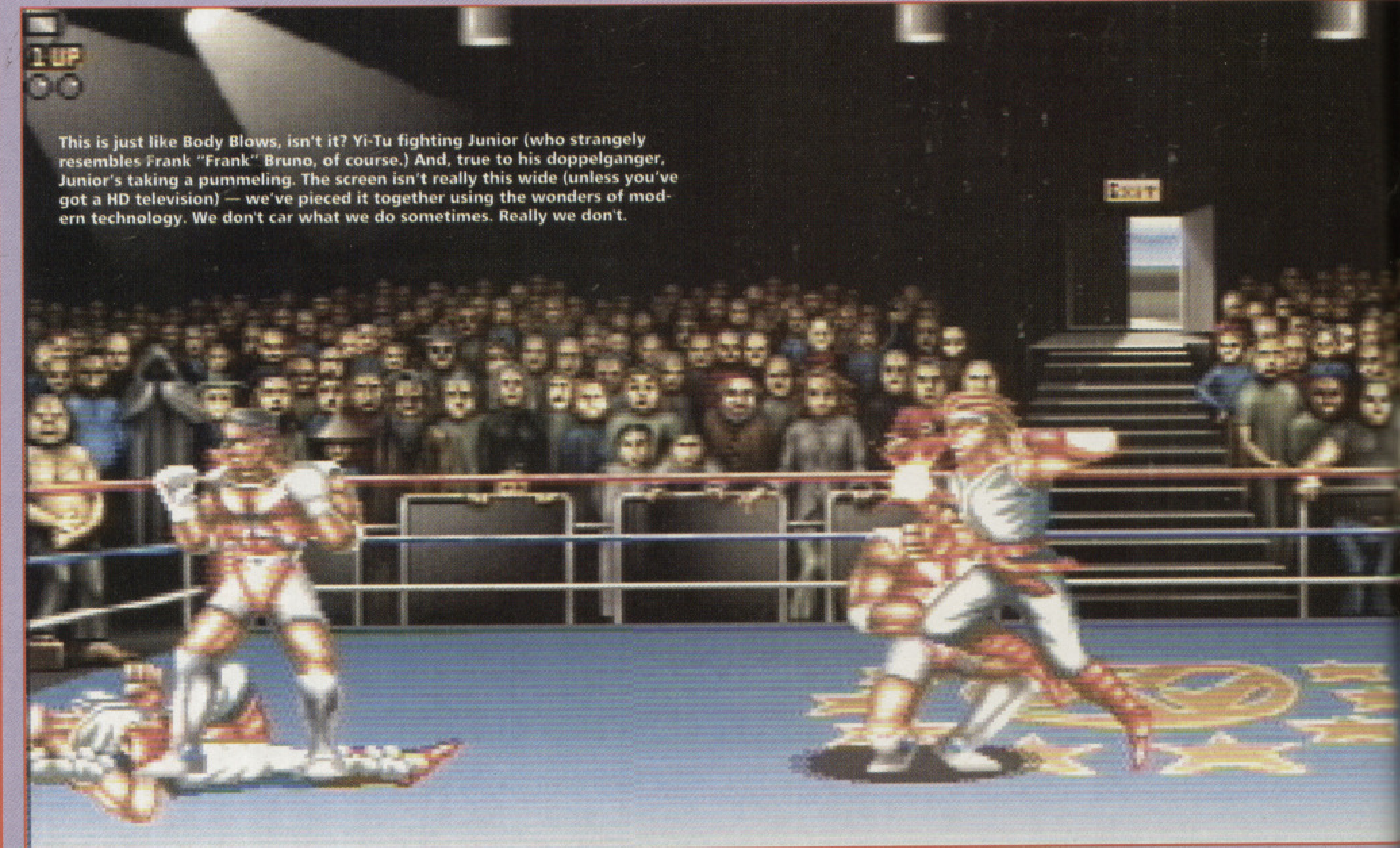
THE VERDICT

The number of Amiga adventure games keeps on growing. Over the last 12 months or so, we've seen lots of software companies deserting the Amiga adventure as quickly as their bulging wallets would allow and vowing never to return — now it seems that they're slinking back, tails between their legs, having cottoned-on to the fact that there is a big demand for this type of game, 10 disk faffing or no. Though **KQVI** is not quite up to the standard of **Simon The Sorceror** (American spelling, not mine) or **Beneath A Steel Sky**, it certainly has as much to offer as far as depth and problem solving goes. The obvious moans to get out of the way are the usual ones, but mainly centre on loading delays between locations and the general interruption they cause. Having said that, I played this mostly over the Easter weekend at home on my trusty A1200 with an extra external drive, and I can happily report to non-hard drive users that you won't have to worry about tons of disk swapping — it's all been well organised for you. The one thing I really think should have been included, is a 'fast travel' map (such as used in **Simon The Sorceror**) just to make the journeys a bit faster. There's nothing revolutionary as far as the game goes, but the puzzles are of a high quality and various thoughtful touches give the game an extra shine. You'll get no 'fob-off' responses in this game for one — I know it's generally accepted that game players will do the most unlikely things during a game, but if you 'accidentally' try to talk to a river (or something equally as stupid) the game will give you a relevant sarky comment rather than just some standard 'I don't understand'. I know it's a small point, but it adds character and stops you from remembering that you're only playing a game. The music is only 'okay', but good animations and a decent plot/quest make this a must for any fans of the genre. Good stuff indeed!



A1200
CD32

Oh, think twice, 'cause it's another day for you, you and me in Paradise. Good song that. What? Oh. No. No chance of *King's Quest VI* appearing anywhere else I'm afraid. Sorry about that.



This is just like Body Blows, isn't it? Yi-Tu fighting Junior (who strangely resembles Frank "Frank" Bruno, of course.) And, true to his doppelganger, Junior's taking a pummeling. The screen isn't really this wide (unless you've got a HD television) — we've pieced it together using the wonders of modern technology. We don't car what we do sometimes. Really we don't.

ULTIMATE BODY BLOWS

Ooof! Aaargh! Thwack! Biff! Heeeurgh! Smack! Kapow! Er, Biff again! Kerr-ack! Blam! Whap! Splat! Crump! Slap! Whomp! New flame Andy Nuttall has a bit of fun...

So it's CD32 time again, is it? Well, blow me if it isn't Team 17 displaying its latest beat-'em-up, a clever mixture of two previous games — *Body Blows* and *Body Blows Galactic* — compiled into one game on one CD. Clever marketing, some would say, because for a relatively small amount of work Team 17 has created an entirely new game — and one not possible on the floppy formats.

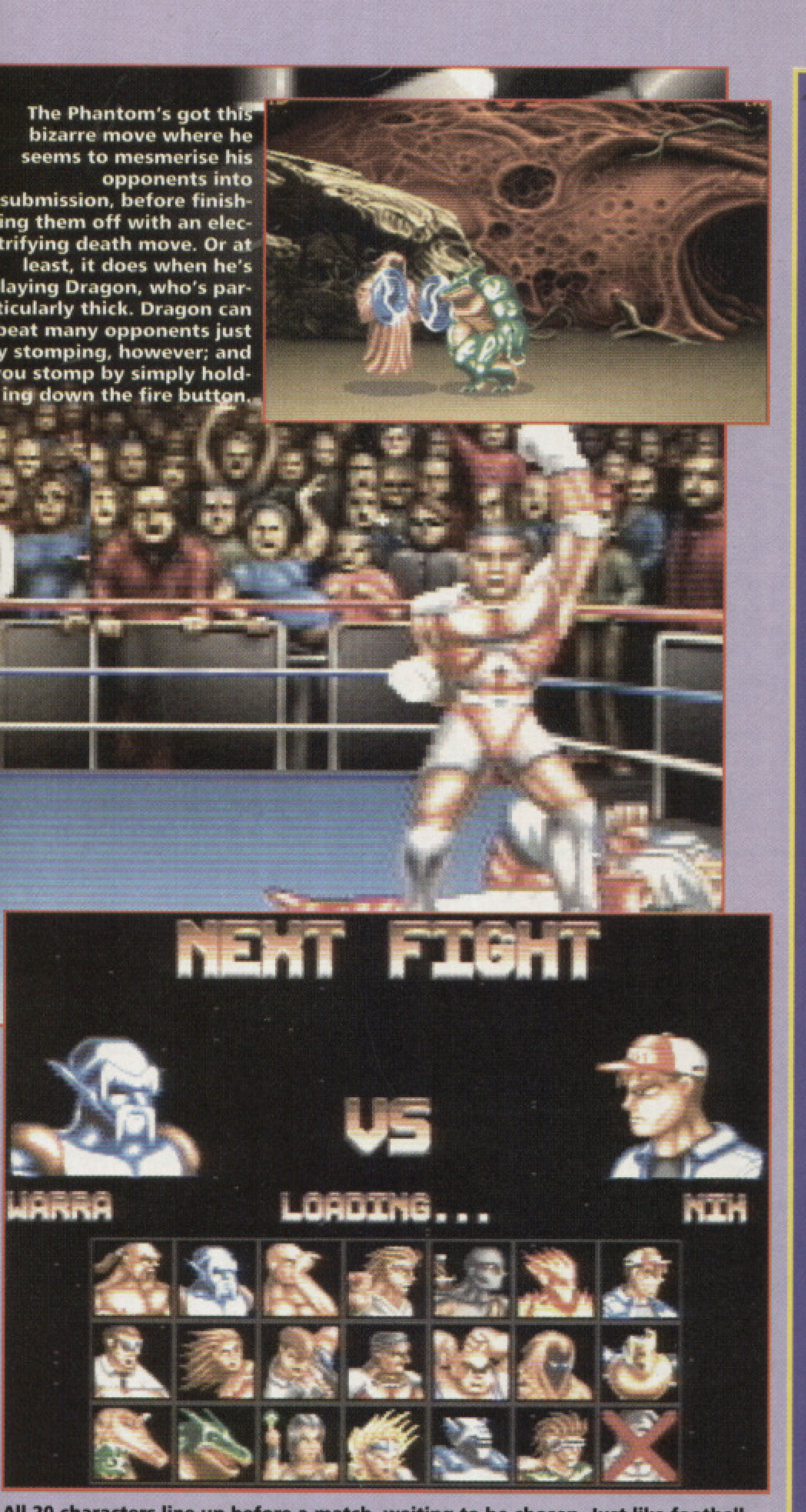
A huge 20 characters are now at your disposal, including all the originals: Dan, Yi-Tu and the token Maria; along with the newer, sexier, interplanetary beings: Phantom, Puppet and Inferno. (Actually, Inferno always struck me as being a bit odd. I mean, OK, so you don't mess with fire; but surely some of the grip-and-throw moves wouldn't be possible from an everyday streak of flame? Call me picky...)

Anyhow, control of the characters has been beefed-up, with their gravity and weight sorted out to give a better impression of kicking each other rather than prancing about like they were on the moon. A few extra special moves have been added in for each player, which will please die-hard beat-'em-up fans but not, presumably, their friends who come round for a quick fight of a Sunday and end up being pummelled to hell in ten seconds on the end of a "Special Punch."

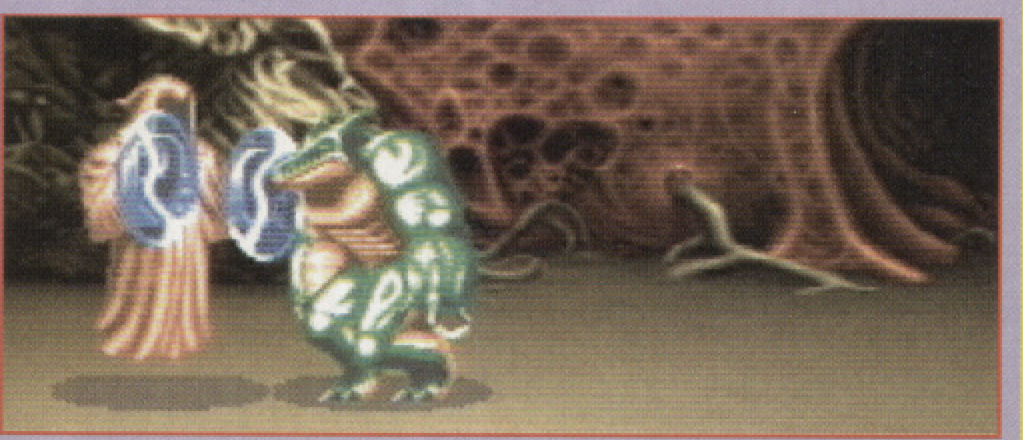
There's a lot to be said for plagiarism, but Team 17 is close to the extreme with some of its blatant rip-offs of certain other games in the genre. There's little need for so many special moves: as long as you have a good game to begin with, the players will get most of their kicks out of kicking, so to speak. However, they are to be applauded for taking the game into other galaxies, because there at least some of the more outrageous moves become almost believable...



The Phantom's got this bizarre move where he seems to mesmerise his opponents into submission, before finishing them off with an electrifying death move. Or at least, it does when he's playing Dragon, who's particularly thick. Dragon can beat many opponents just by stomping, however; and you stomp by simply holding down the fire button.



All 20 characters line up before a match, waiting to be chosen. Just like football at school, where the Captain was always the cool and hard one, who never chose you because you were weedy and crap at games. Well, it was for my friend, anyway. Here are 18 hopefuls, but the Captains are already picked, leaving Inferno et al to sit and cry for a bit. Probably.



The Phantom's got this bizarre move where he seems to mesmerise his opponents into submission, before finishing them off with an electrifying death move. Or at least, it does when he's playing Dragon, who's particularly thick. Dragon can beat many opponents just by stomping, however; and you stomp by simply holding down the fire button. So killing things are pretty easy.

THE VERDICT

It's a fact that **Streetfighter 2** didn't translate well to the Amiga. Everybody knows that the technology — especially the A1200 and CD32 — is capable of a great version, but the creators bemoaned the limitations of Amiga joysticks. Only having one fire button, that sort of thing. Then, along came **Body Blows** from Team 17 which rewrote the history books. The bluff and plain-speaking Yorkshiremen said "Nay, lad, we've proven tha' can make a gradely fighting game using just one t'fire button tha' knows," and damned popular it was too. Mind you, since then we've had the excellent **Mortal Kombat**, so gameplay standards have been er... generally upped. **Ultimate Body Blows** reflects this with the additions to the game, and the refinement of control which it brings to the CD32. Keeping in style with **Body Blows Galactic**, the apparent weight which has been added to the players gives the control an extra lift. This owes a lot to the influence of **Streetfighter 2**, admittedly, but it improves the gameplay tenfold over the original. Another plus is that the CD32 controllers make individual moves and special moves easier to carry out, and you also get the feeling that the designers were more comfortable with the extra buttons. So, that means this is a better system to run **Body Blows** on. It's still far from perfect, though. The characters haven't yet got enough "feel" to make them comfortable to control, the sound effects and speech are tinny and laughable (No. You say what you really mean Nutts — Simon.) — a travesty with the added chip RAM of the CD32 — and even the title music isn't up to the usual Team 17/Ally Brimble high standards. To cap it all, there are several characters, Dragon springs to mind, which are capable of killing an opponent using a repeated special move — so to win you only need to hold down the fire button! No, this incarnation is certainly better than the original, but don't rest on those laurels because there's still bags of room for improvement. And don't forget, we've got Renegade's scrummy looking **Elfmania** to come soon...

CD32

Publisher: Team 17
Developer: In-House

£29.99 Out Now

Not Hard Disk Installable

Joypad/Joystick

Memory 2Mb | Disks 1 (CD)

GRAPHICS	88%
SOUND	75%
PLAYABILITY	82%
LASTABILITY	85%
OVERALL	81%

A500/600
A1200

Already out, mate. Ages ago. In fact, you've missed the boat completely, because both Body Blows and Body Blows Galactic, the two games which make up the Ultimate version, are out in both A500 and A1200 versions.

MR NUTZ

No doubt every magazine has already made tons of hilarious 'mens' parts' jokes about 'Nutz', whereas *Mr Sophis'* himself, Matt Broughton, puts down his comic book and dons a paisley dressing gown to discuss Ocean's latest platform rodent like a grown-up.

(*Left*)Mr Nutz is no ordinary squirrel — he's also a flying squirrel (perhaps he's from Borneo then — Simon.), and as you open chests during the map-game, magic feathers will occasional fall your way. One will let you glide, two will let you rotate, and three will let you change direction in mid air. This feat takes a lot of practice as you have to build up speed by diving, and then swoop back up. If you're impatient it'll get on your nerves very quickly. Sorry. (Stop apologising we are tough and hard-bitten hacks — Simon.)

(*Right*) I realise that this screen is devoid of squirrely matter, but that's because I've gone all swirly after catching an invincibility icon. By running past this plant to my side, you can rotate its leaves, and huzzar! — tons of toys come flying out; only one of which is invincibility. You'll also notice the happy, if unoriginal, mushroom bouncing to my right. Unsurprisingly, if you jump on this, you'll spring into the air. No!

I read a lot of Arthur C. Clarke in my spare time (i.e. the five minutes out of every 12 hours that Simon allows me to relax) and am constantly impressed and amazed by his [Arthur's, not Simon's] ability to create realistic 'other worlds'. I imagine, then, that he would turn in his grave (if he were dead, which he isn't, and must therefore be content with just rolling about a bit in his front room) if he caught a whiff of Ocean's plot for Mr Nutz — which incidentally, qualifies for the 'Euro-journal Crap Plot Award' currently held by Hrolf Saknusum of Denmark for his hilarious 'Please to be helping me with my rook-sack' series.

Come with me, if you will, to a planet inhabited by chickens so advanced that they've managed to invent such technological boons as racing cars, video games, space ships and coffee machines. Picture now how exactly Ocean reckon a dowdy, flightless bird with spindly legs and 'er, not much else' would have managed to build, let alone use any of the aforementioned items. Anyway...

Unlikely as it may seem, the chickens prospered and lived a happy existence until, one year, the harvest failed — result: one planet full of hungry, angry poultry. Now things get silly here, with the chickens travelling out into space and finding the 'Peanut Planet' which they sow with the seeds of life. Several millions of years later, the planet has, er... evolved and is replete with many species, including — naturally — millions of chickens. The 'Space chickens' return to claim their harvest coercing the native chickens with promises of unlimited power.

All would now be lost, save that *Mr Nutz*, the usual sort of Super Squirrel, is conveniently holidaying on Planet Peanut, and because he has already saved the universe a couple of times before, he's been called on to rescue the planet. *Quelle surprise*, as the French might say.

What this all boils down to is the tried-and-tested platform routine, with four different worlds and a number of secret levels, bonus icons, power-ups, and (of course) dastardly chickens. I can tell that you're just dying to try out this 'new experience' so I'll delay you no longer...







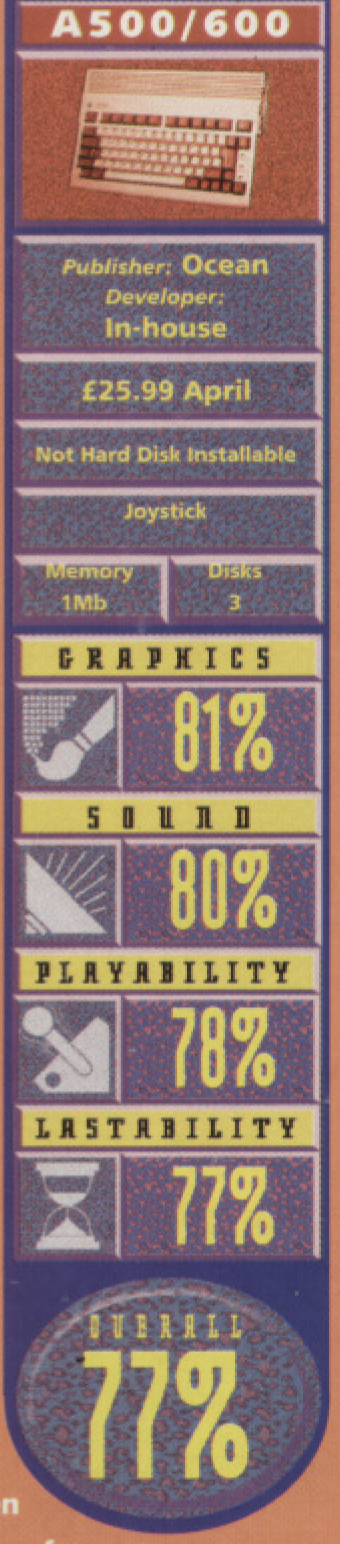
(Above) In a revolutionary turn of events, Mr Nutz is able to curl up into a ball and roll around the screen at high speed — not something we've seen before in a platform game. No. Unfortunately, as I've already mentioned, you never really get to exploit the game's speed due to the huge number of spikes that lurk at the bottom of the slopes. Oh great.



ZELDA-TYPE BIT
This top-down section pops up now and again to break up the platform action. Here's what you can expect to find.

THE VERDICT

Well, what can I say? It's certainly, er, pretty. Unfortunately, as technically impressive as many aspects of **Mr Nutz** are, they don't really do much to help an ordinary game become anything other than, well, ordinary. The **Zelda** 'map game' is quite pleasant and certainly makes things more interesting. But it's not exactly taxing and is therefore a bit of a missed opportunity — some sort of challenge wouldn't have gone amiss. Considering the average skill of games players these days, I think a lot of people will become (as I was) quickly bored by these sections and left ultimately unsatisfied by the repetitive gameplay which accounts for the rest of the time. Considering some of the obvious technical excellence present in the game, it's a shame that it seems to be struggling for an identity of its own. It's a bit like that film 'The Fly', only this time telepod one contains Mario, telepod two holds Sonic, and telepod three just has tons of annoying spikes and strange chickens stuffed into it. The end result? Ta-da... **Mr Nutz**. The game suffers graphically from the overcrowding that occurs when programmers get so into parallax that they forget the player needs to see something of what's going on. Sonic succeeded because you felt you could steam about and still come out fairly well — here you have to practically walk through the game for fear of crashing into spikes, or fat chickens. **Mr Nutz** also fails to dazzle due to lack of imagination and originality. I've got no complaints about people ripping-off successful ideas, just as long as they do it well. Ocean very nearly didn't convert this game onto the Amiga, and I think that most people will be wondering why they bothered because they've probably seen it all before. **Mr Nutz** isn't horrendous, but it's not really incredible either. Sorry! Why do I keep apologising? I'm not sorry at all. You've got to be tough but fair in this game.



A500/600

Publisher: Ocean
Developer: In-house

£25.99 April

Not Hard Disk Installable

Joystick

Memory	Disks
1Mb	3

GRAPHICS	81%
SOUND	80%
PLAYABILITY	78%
LASTABILITY	77%
OVERALL	77%



A1200 / CD32

There are no plans to move Mr Nutz to any of the other Amiga family right now. Of course, stranger things have happened. (That horse becoming pope, for one).

STABLE MASTER 2

Simon Byron flaps his arms around in a rather peculiar manner as he tries to win some imaginary money with ESP's horse management sim.

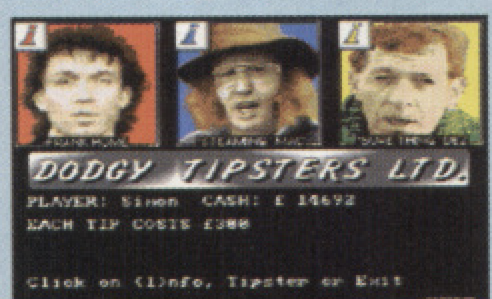


You can choose to skip this part of the game but that's inadvisable because it's where what little excitement can be found. Right from the starter's pistol to the end of the race, the horses jostle for position, so you can never be sure which will win.

Whenever a particularly specialised game arrives in our typically untidy and disorganised office, it's usually handed out to someone with a modicum of interest in the subject matter. Matt's great for reviewing Beard Simulators and checking out the latest music packages. Andy's fab for enthusing about anything Welsh, so there aren't many games which lend themselves to his harsh treatment (but we do like to feed him the games requiring more than an ounce of intelligence because he's got a degree in Electronic Engineering, or so he claims). And I tell everyone I'm crap at everything in order to avoid work at all costs.

Which is probably why I find myself with this predicament. Unfortunately for me, neither of the other gits in the team had any interest in *Stable Master 2*. And because I haven't yet mastered my delegation or assertiveness skills, I didn't have the heart to force anyone into something they didn't fancy. So here I am, writing about a horse-training simulator, when the closest I've come to a horse is watching one pull a cartload of kiddies along Blackpool beach in the Summer. On the telly. Or were they donkeys?

But then again, I bet only a small percentage of the population has any experience of horse-training whatsoever, so perhaps this is, after all, the most honest way to approach this review. In fact, we planned it like this so that you, the kids, wouldn't be baffled by overly-complicated horsey terms. Yes, that's right. Harry lives on a farm, which is virtually the same as owning and racing his own horses, and we didn't ask him to review the game, did we? No, but that's mainly because we didn't think of it at the time. Damn. Roll on *Stable Master 3*, then.



If you don't fancy your own horse's chance then there's always the opportunity to bet on someone else's. But if you can't be bothered to study form and all that rubbish then you can pay one of these three geezers 600 quid for a red-hot tip. Alternatively, chuck them £300 and they'll tell you which horse they think will win.

HOW TO GET STABLE MASTER 2
Send a cheque or postal order for £24.95, made payable to ESP software, to: 32a Southchurch St, Southend-on-sea, Essex SS1 2ND. Alternatively, call the credit card hotline on (0702) 600557.

THE VERDICT

Thankfully, Stable Master 2 isn't as complicated as it could be, so even I got a moderate amount of enjoyment out of it. In fact, for the first few races I was becoming quite excited as the tiny horse sprites battled it out for first, second and third places. I even became surprisingly cheerful when a long-shot bet paid off, netting me over 50 thousand pounds and rescuing me from the claws of bankruptcy. The heady world of horse racing seemed like an exhilarating place to be. Unfortunately, though, after about half an hour Stable Master 2's major problem was exposed — it's ultimately yawn-inducing. The lack of decent options, although welcome at first, restricts what you can and cannot do to such an extent that everything soon becomes boring. Some kind of variety would have helped — as it stands, every race is contested over a dull brown course and the lack of any sound during what is supposed to be the most exciting part of the game certainly doesn't generate a tense, electric atmosphere. Where are the crowd noises, the thundering hooves churning up the turf? And, of course, the gambling aspect is soon offset by the fact that the money isn't real, so there's never any worry. Okay, you could argue that all management games are purely imaginary, but you can't compare skillfully guiding a football team of your choice to the top of the Premier League by a process of careful training, squad selection and luck, with the rather uninspiring prospect of watching one of your sprites pass a post first. For the real excitement of gambling, it's best to use your own money and if this is your poison then one of ESP's tipster programs could be right up your street. But you're really interested in this kind of game, you can pick up some surprisingly entertaining ones from a decent PD library.

A500

Publisher: ESP Software
Developer: In-house
£24.95 Out Now
Not Hard Disk Installable
Mouse/keyboard
Memory 1Mb | Disks 1

GRAPHICS	42%
SOUND	12%
PLAYABILITY	53%
LASTABILITY	50%
OVERALL	48%

A1200 / CD32
What? An AMOS game enhanced for the 32bit machines? Don't be so bloody daft lad.



APOCALYPSE

We'd just about given up waiting for someone to finish Virgin's helicopter shoot-'em-up when as if by magic it arrived through the post. Simon Byron can't believe it.

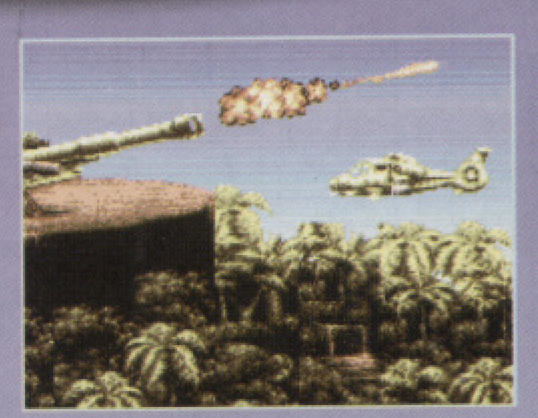
As much as I hate sexual stereotyping, I think it's fair to say that 99 percent of all boys like helicopters with big guns (apart from Harry — who prefers biplanes — but that's only because he's old). Although some argue that fast cars are substitutions for other, ahem, inadequacies, I'm sure that even your typical Capri-owning 'lad' would prefer to spend Saturday nights racing around the town centre with his elbow sticking out the window of an Apache Gunship instead of a clapped-out old Ford. They'd even be able to say "Fancy a lift home, darlin'?" and mean it.

Boys also like guns — the bigger the weapon, the more masculine the bloke carrying it. Even if you're the spottiest twerp in the playground, no-one's going to call you 'acne-custard-face-trousers' if you've got a huge gun in your satchel, are they? Got no girlfriend? Then arm yourself with an Uzi — you'll feel much better, and that's a fact. Everybody knows the only reason Saddam Hussein tried to erect a gun two miles long is because the blokes down the pub called him a pufta.

So if you're attempting to create the perfect Boys' Game then a big helicopter with a variety of weapons is essential. But for added appeal you could trying mixing in a host of astonishingly-large explosions (coupled with equally-impressive sound effects, of course) and millions of tiny men who die screaming when you pepper them with bullets. As a final touch you could call the game something trouser-throbbingly hard, like 'Death Massacre in the Jungle', but that's an optional extra.

Apocalypse, then, is unashamedly a Boys' Game. It was originally announced way back in September 1991, with its release pencilled-in for Spring the following year. However, the game has been plagued by problems (I won't bore you with the details, mainly because I'm not quite sure of them myself) and at one stage was about to be dropped altogether. During the two-and-a-half years of its development, the code and concept were shunted between at least three development teams, ending up at Miracle Games who had the unenviable task of tying all the lose-ends together and coming-up with something coherent.

But before we move on, let's talk about the plot: It's *Choplifter*. Okay?

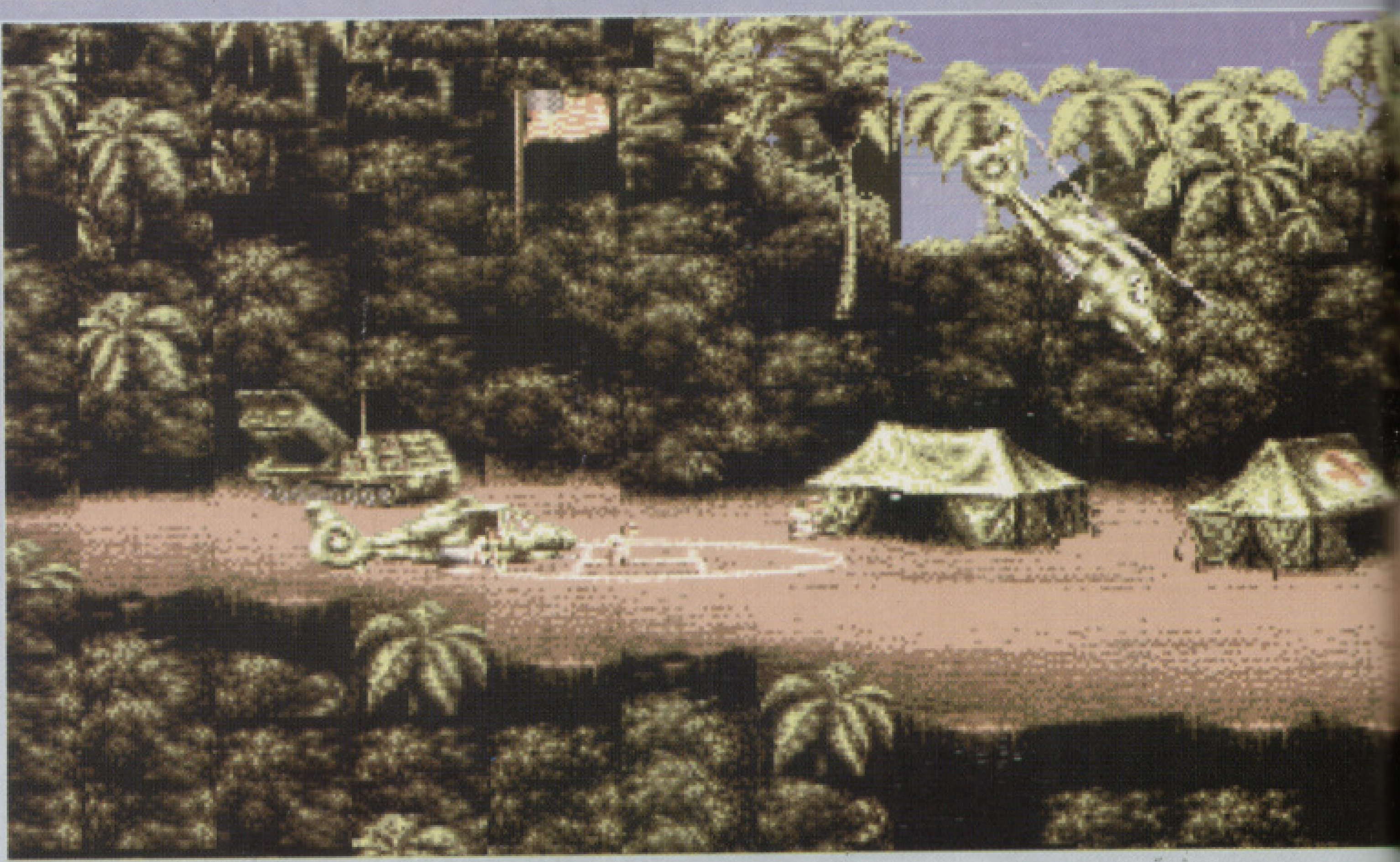


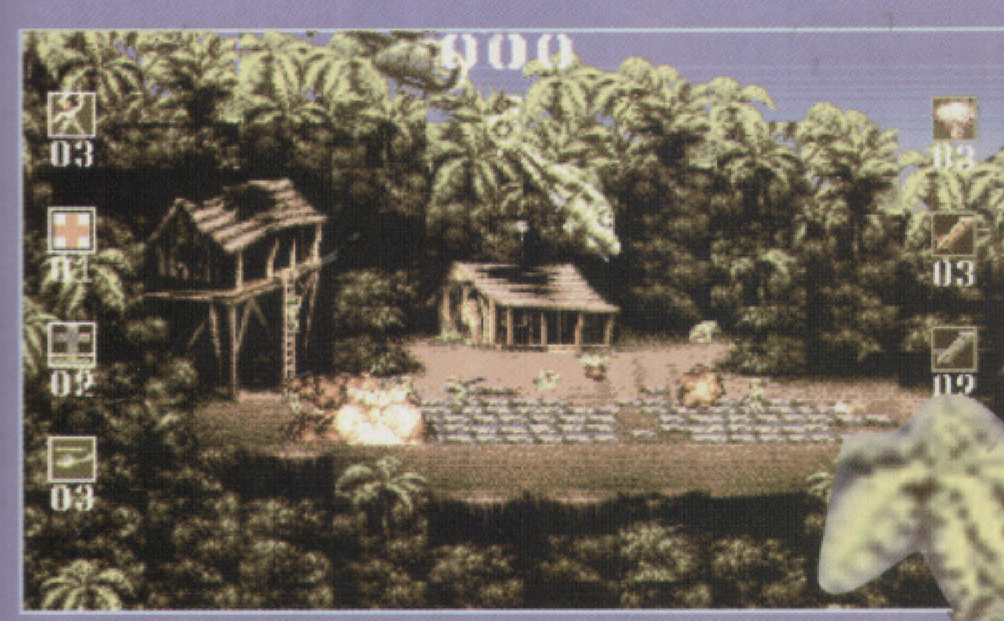
This huge gun is one of the major problems you encounter during the first mission. You won't know where it is at first but it has such a long range that it can almost pick you off from your starting position. The best tactic is to take-off straight away and hug the ground until you can manoeuvre yourself underneath the offensive weapon. It can't hit you from here, so take your time and attack with everything.



Picking off enemy soldiers one-by-one has a kind of disgusting appeal and you'll often find yourself cheering sadistically as you shoot an enemy soldier in the back as he's running for his life. Occasionally, these men will fire back at you with their rocket launchers but if you attack them with long sweeping runs from left to right then they don't stand a chance of hitting you.

(*Below*)In true *Choplifter* style, you have to rescue a number of friendly troops and deposit them back at base. If you accidentally shoot one of your allies, then you'll need to pick up the medical team from the tent on the right and fly them to the wounded grunts. They'll rush out with a stretcher and carefully lift the friendly fire victim to the relative safety of the chopper.





Most of the prisoners (wearing white uniforms) are locked away in the many huts scattered throughout the level, so you need to free them using your machine gun. If there are any friendly troops inside then they'll start to run towards the nearest solid ground where you can park the helicopter and airlift them back to the base. However, some huts house nasty green soldiers who run out and attack your chopper.

(*Below*) You see that huge ball of flames? That used to be me, until I decided to show off and fly into the ground. You can land on any solid piece of land as long as you descend straight down in a horizontal position and not with your nose or tail first. Strangely, you can fly 'up' through platforms at any angle you want.





The fifth and final level is very similar to the old 8bit classic *Airwolf*. It takes place in a ruined temple filled with dead-ends and narrow passageways down which the enemy is holding a key hostage. Unfortunately, there are also about a billion hostile troops running around the place which makes spotting the hostages a particularly troublesome task. By the way, if you touch the walls you lose a life. Okay?



Yes, yes, yes — this is what we want! By selecting homing missiles you can take out any enemy helicopters with a quick tap on the fire button. These lock on to moving targets including tanks and jeeps and will ruthlessly hunt down anything and destroy it instantly. The best thing of all is the fact that the bad guys don't have anything this powerful. Marvellous.



In *Apocalypse* everything that moves can be converted into a flaming wreck with relative ease (as long as as you manage to avoid any returning fire, that is) but unfortunately you can't set up impressive chain-reactions and take out whole areas with one missile. Shame that. I like big bangs, me.



(*Below*) Woah-scary! As soon as the second mission begins you're attacked by an enemy chopper which looks suspiciously like you. Cynics would suggest that the programmers have merely duplicated your helicopter to conserve memory, but that's not the case — the enemy has obviously infiltrated your camp and stolen the helicopter plans. Or something like that, anyway.

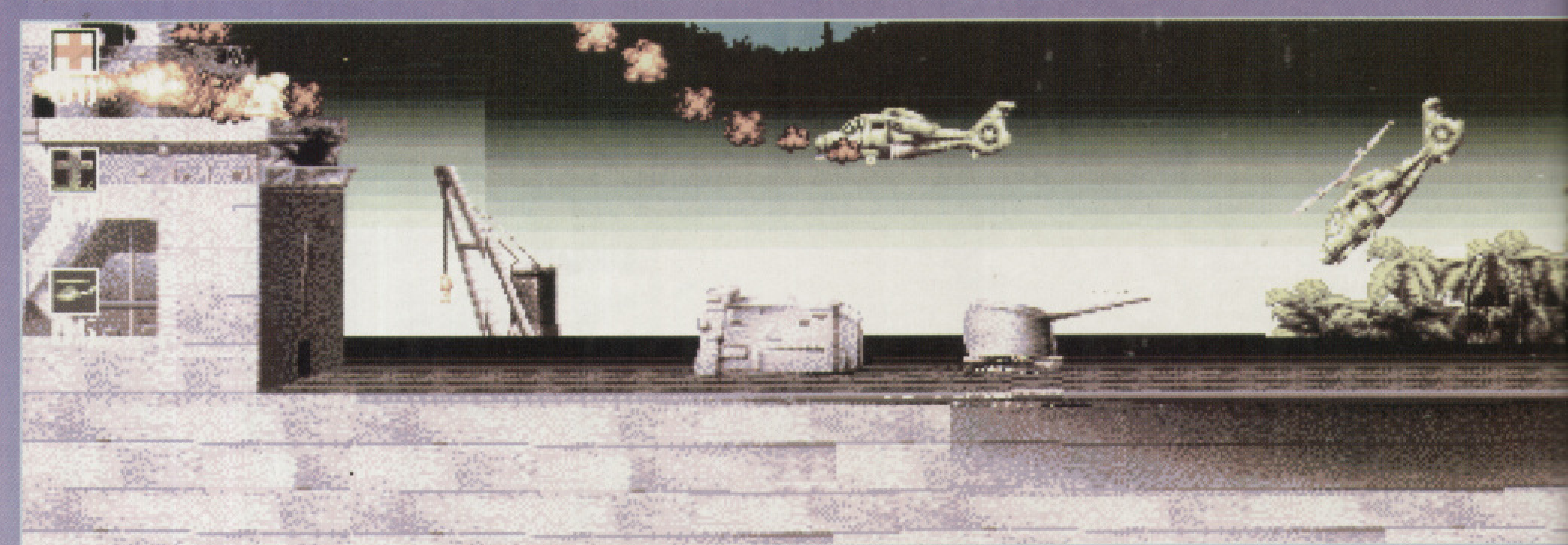




(*Left*) Your helicopter has a very limited amount of special weapons such as homing missiles, rockets and mines, which are set-off by tapping the fire button twice. You can change the weapon in use by hitting the space-bar (which also pauses the game) and using the joystick to highlight your choice. The amount of weapons you've got left is displayed above each icon.



Although you can't see it very clearly here, I am in fact massacring lots of tiny people. As you shoot the small, defenceless beings, their bodies fly into the air emitting a cacophony of screams as they gulp their last breaths. Sadly, the corpses disappear after a brief period of time so you can't return to the scene of senseless carnage for a nice gloat.



(*Below*) Helicopters attack from both directions and will either concentrate on frying your troops while you attempt to rescue them, or blast you from the skies using their big guns. It's not all doom and gloom, though, because they can't ram you, which means that whenever they appear you can manoeuvre yourself behind them (by flying through them if necessary) and shoot their bottoms off.





(*Right*): Stupidly, some of the troops think that the taller you are, the harder you are, which, as we know, is wrong. But by congregating in large numbers they do present a real threat because you can't take them all out at the same time. The best tactic is to locate these towers and make quick dashes from left to right, firing all the time.





(*Above*) Additional weapons are dropped in on parachutes which can be collected by flying into them. Although these supplies are meant to appear randomly, for some reason more are dropped to the right of the levels, so if you're ever in dire need of seekers, or mines, then that's a good place to look. You need to pick up the parachutes before they disappear off the bottom of the screen into the dense jungle below.

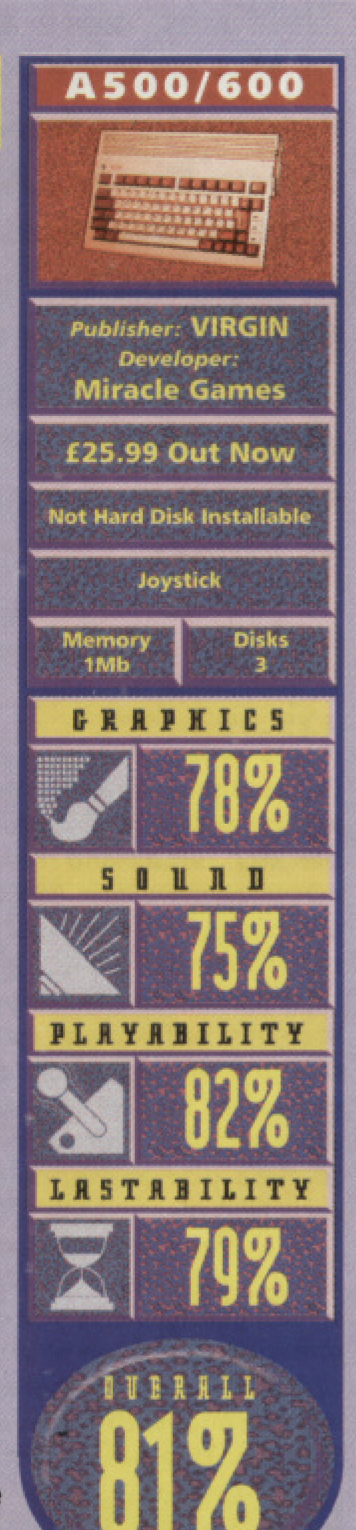
(*Above*) The objective of the third mission is to rescue at least seven imprisoned scientists who are being held hostage on this huge destroyer. Unfortunately, you're not told where they are, so you need to work out a strategy before you start blowing the boat to bits. Locating the scientists is only the beginning of your worries. The bad guys tend to stick close to the hostages and if you kill more than three POWs the mission is over. Sharp shooting is what's called for here.

(*Below*) The first mission requires the murdering of a radio operator to stop him from informing the enemy choppers exactly where you're picking up the POWs. Failing to destroy this sneaky creep will mean that as soon as you set down your helicopter you'll be attacked on the ground, often resulting in heavy allied casualties.



THE VERDICT

On paper, **Apocalypse**'s bad points far outweigh the good ones, but for some reason it manages to keep you playing for far longer than it should. After extensive research, I've managed to pinpoint why this is. Firstly, there's nothing more gratifying than killing enemy soldiers with a huge machine gun and watching them die quite horribly, and **Apocalypse** gives you ample opportunity to indulge in this immoral pastime. Secondly, I reckon it's virtually impossible for a competent development team to do a **Choplifter** clone badly. And thirdly, it's a real challenge. Although **Apocalypse** does its best to put you off from the start with what appear to be unfairly-tough enemy attack patterns, with perseverance it's apparent that everything happens for a reason. Prioritise your targets correctly and things soon become much simpler and it's this element of the game which is the most rewarding. Games such as **Desert Strike** and **Gunship 2000** have managed to duplicate the pros and cons of helicopters in combat remarkable accuracy and fortunately **Apocalypse** is just as successful. You may have an awesome amount of weapons at your disposal but if you fly headfirst into crowd of enemy gunners then you won't stand a chance. Unfortunately the fact that there are only five missions has meant that the programmers have opted against including a password facility. I can usually reach level three after half an hour's play but I've yet to complete it, and having to play through the first two over and over again is beginning to become a chore. In an ideal world, **Apocalypse** would have come with twice as many missions and a password facility, making it a game I'd have no hesitation recommending. As it stands, what's there is excellent but you may become bored with the first two missions before you get the most out of it.



A1200
CD32

Sadly, you need to fiddle around with the boot options to get *Apocalypse* working properly on an A1200, which is inexcusable nowadays. A CD32 version is not on the cards, or on Virgin's release schedule.

Welcome once again to the part of the magazine where Simon Byron, Andy Nuttall and Matt Broughton try to think of things to say about old games with one or two so-called enhancements. Great or what?

DONK CD32
Supervision
£29.99

David Upchurch was the lad who looked at *Donk* back in our November '93 issue, and rewarded its efforts with a fair 80%. It's back again, only this time boasting all the trimmings that the CD32 allows.

And what exactly can you expect? Well, not only do you get the obvious graphic and sonic extras, but you also receive completely redesigned levels, devoid of the bottomless pits and annoying dead-ends that plagued the original .

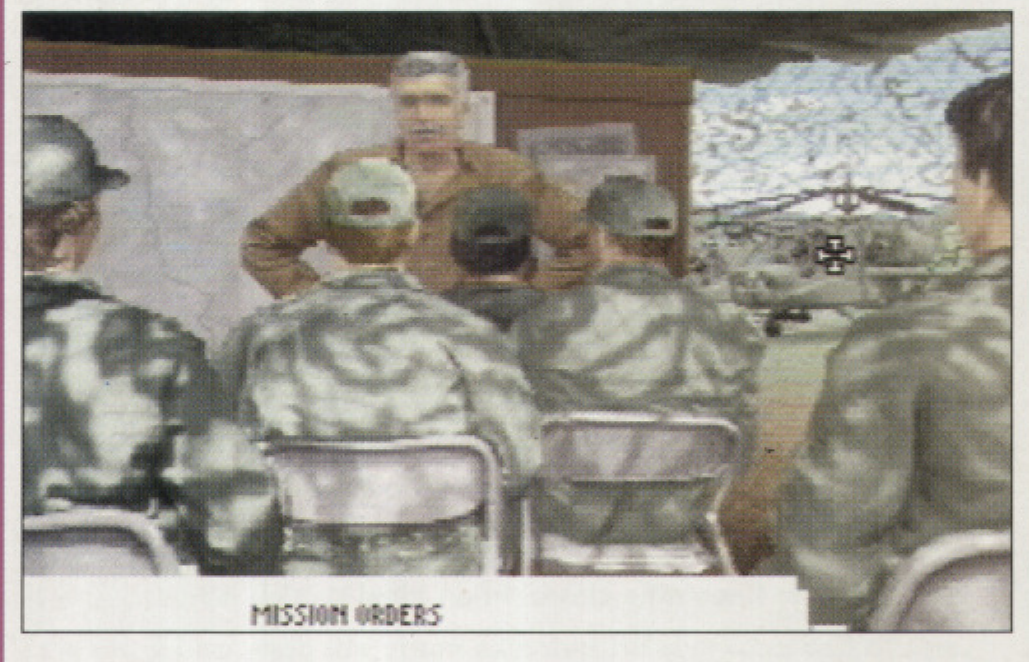
The game also now features a slightly tweaked two player split-screen game, where you can play as either Donk himself or a new friend called Judo Juggs (there was a girl at my school with that nickname! — Simon.). This basically means that rather than looking at two Donks running around, you now know which one you're meant to be. How very groovy.

Unfortunately, the game still suffers from being a rather average 'jump around platforms and collect diamonds' affair, and though boasting an impressive 112 levels, still lacks that 'certain something' as David pointed out so wonderfully.

The programmers have also made the mistake of adding lots of 'little extras' such as before-, between- and after-level animations, which add nothing and do more damage than good because you can't skip them. Dullsville, Yawntucky.

I didn't actually rate Donk as highly as David did, and to be quite honest with you, this gives me no more joy than the original. [MB]

OVERALL: 77%





GUNSHIP 2000
MicroProse
£29.99

At last, Simon's fave game ever makes it to CD32 — but he's swanned off with some PR girlie today, so I get to review it instead. Unlucky, mate, but there you go.

I do feel lucky, actually, because *Gunship 2000*'s such a great game. I love MicroProse, almost as much as Matt loves *Bubba 'n' Stix* in that special way and *Gunship 2000* is easily their best game ever. What's it about? Helicopters, of course, and stonking big ones at that. Apaches, Commanches, er, and some other ones — they're large, they're tough, and they're damned excellent to fly.

Heck, if you're a propeller-head when it comes to flight sims, there's enough technical info and attention-to-detail in here to keep you holed up for days. Personally, I like to load up and go, and *Gunship 2000* suits me just fine.

The CD32 version has 256 colours, which makes it pleasing to the eye, but thankfully the increase in, colours doesn't slow-up the gameplay. Sadly, the game is let down by not supporting a mouse: joypad, yes; joystick, yes; keyboard, yes; mouse, no. Strange.

Apart from the extra colours, the main additions over the original are an excellent rendered intro animation, and a range of CD-quality soundtracks, which (gasp!) you can even play separately from the game. Impressed? You bet — I nearly bought a CD32. [AN]

OVERALL 91%



ZOOL 2 A1200
Gremlin £25.99

I'm confused. I know I'm not the most technically-minded bloke in the world but I was under the impression that the mathematic equation 'Ordinary Game + A1200 = Good Game' could be proved time and again. Out of all the A1200 versions we've had to review, the only game that has singularly failed to impress has been *Zool*, which has had its platform action ruined by the introduction of garish and intrusive backgrounds, which can serve no useful purpose other than to increase sales of Anadin.

While *Zool 2* A1200 was loading up, I felt confident that Gremlin wouldn't let me down a second time. Every reviewer moaned about the awful parallax *Zool* A1200 was born with, so surely the Sheffield-based software publishers wouldn't make the same mistake twice. Would they? Er...

Kind of. You see, although the parallax isn't quite as imposing as the first version's, its introduction has resulted in one, um, 'slight' problem: it's now SLOWER THAN THE BLOODY A500 VERSION!!!

Now I know the original version slowed down occasionally, but this 'enhanced' release pushes its luck somewhat. Every time you perform a spinning leap through either a baddie- or bonus-infested area, the screen jerks uncontrollably as the program struggles to keep up. Why does Gremlin think that a slower game — albeit with added parallax — is better than the standard 16bit version? You buy a piece of software to play with, not look at.

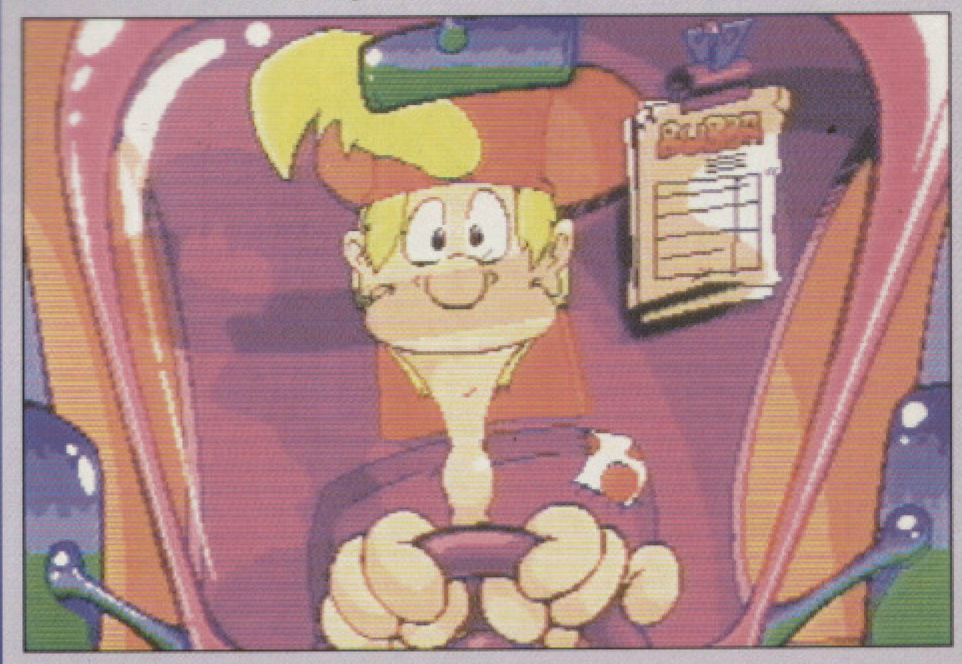
My advice to any A1200 owner is to pass this one by and be content the the A500/600 version. Although it isn't as attractive as this release, it's a damn sight more playable. [SB]

OVERALL: 63%



COPPER DINGLE...

...is just one of the stupid phrases that can be made from the letters CD. It's also got something to do with standard games made available on the CD32. What exactly that something is, I've yet to discover. Sorry.



BUBBA 'N' STIX
Core £29.99

GO...AND...BUY...THIS. The end (A Matt Broughton Completely Biased Opinion Production ©1994)

Sorry about that, it's just that I was supposed to have a quick look at this updated version, and ended up spending two hours 'remembering' how brilliant it was... er, is! Simon actually rolled this game lovingly around his tongue in a four page review back in the January issue — but in case you don't know the story — here it is again. Bubba is an innocent lad who has been 'stolen' by a collector of universal species. He finds himself on a huge alien vessel, surrounded by strange beings who have been similarly um... thing-napped, when the spaceship crashes, marooning Bubba on a strange planet with no apparent way home. That is, until he meets Stix.

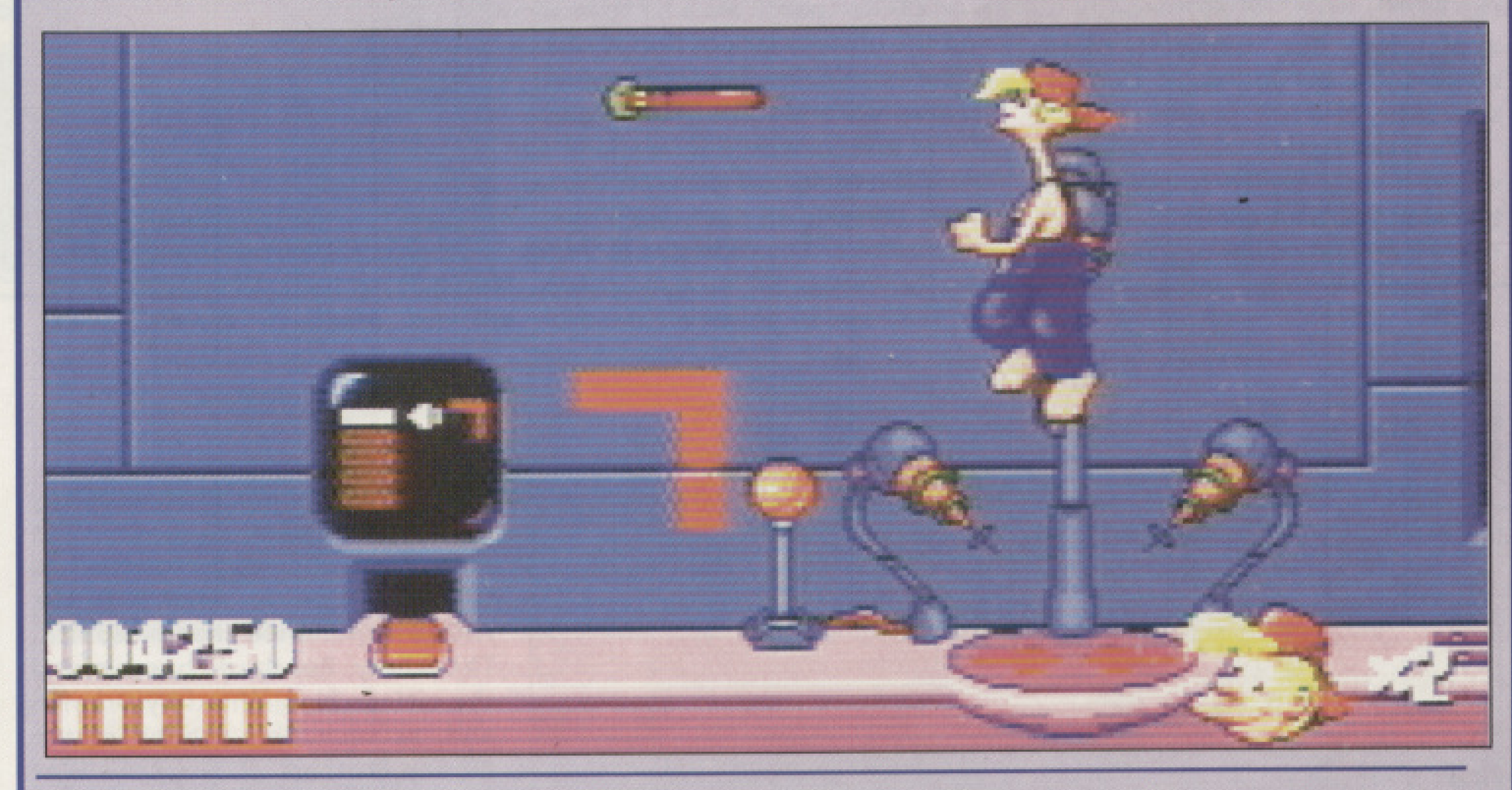
Stix is a rather special alien possessing a certain 'stickiness' which other aliens lack. Their friendship leads to tons of puzzle-based platform fun, as you (Bubba) use Stix in as many ways as possible; as a baseball bat, a snorkel, a level, a snooker cue (no, I'm not joking) and many many more!

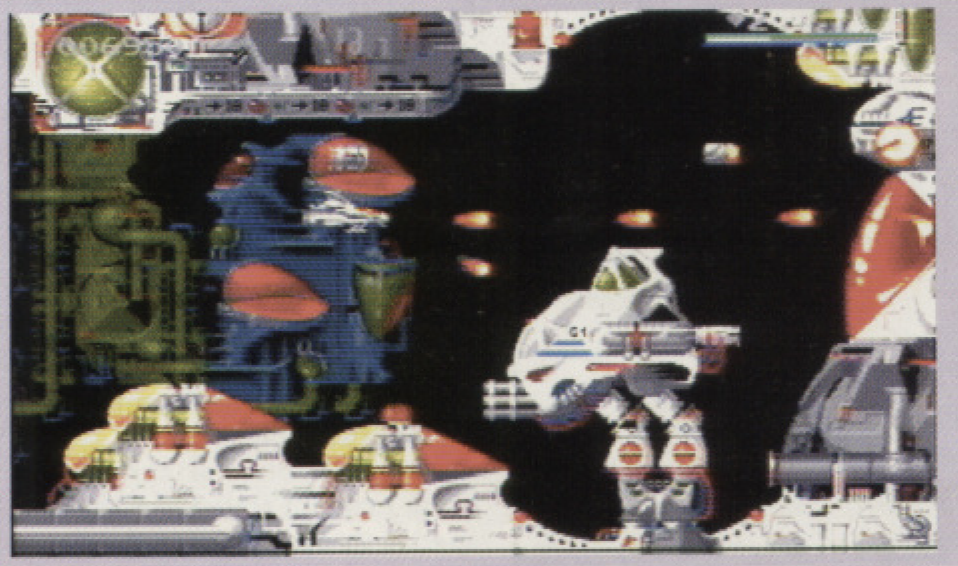
This CD update features a gorgeous animated intro, tons of new CD quality music tracks (though I'm a bit upset that the original groove has gone), as well as more sampled noises (some of which are very funny, not to mention a bit suspect).

This really is a stonking game, and I recommend it to everyone without hesitation. I'm in love. [MB]

OVERALL: 92%







DISPOSABLE HERO CD32
Gremlin

Disposable Hero did pretty well when it appeared and although it's not exactly a classic, it is definitely one of the better horizontal shoot-'em-ups on offer. CD32 owners are now also able to enjoy all the violence, as D-Hero makes its way onto CD. I don't find games like this as easy to control with the joypad , but if you're used to them anyway it's not going to cause you a problem. A jolly good bash to be sure. [MB]

OVERALL: 81%

GLOBAL EFFECT MILLENNIUM £29.99

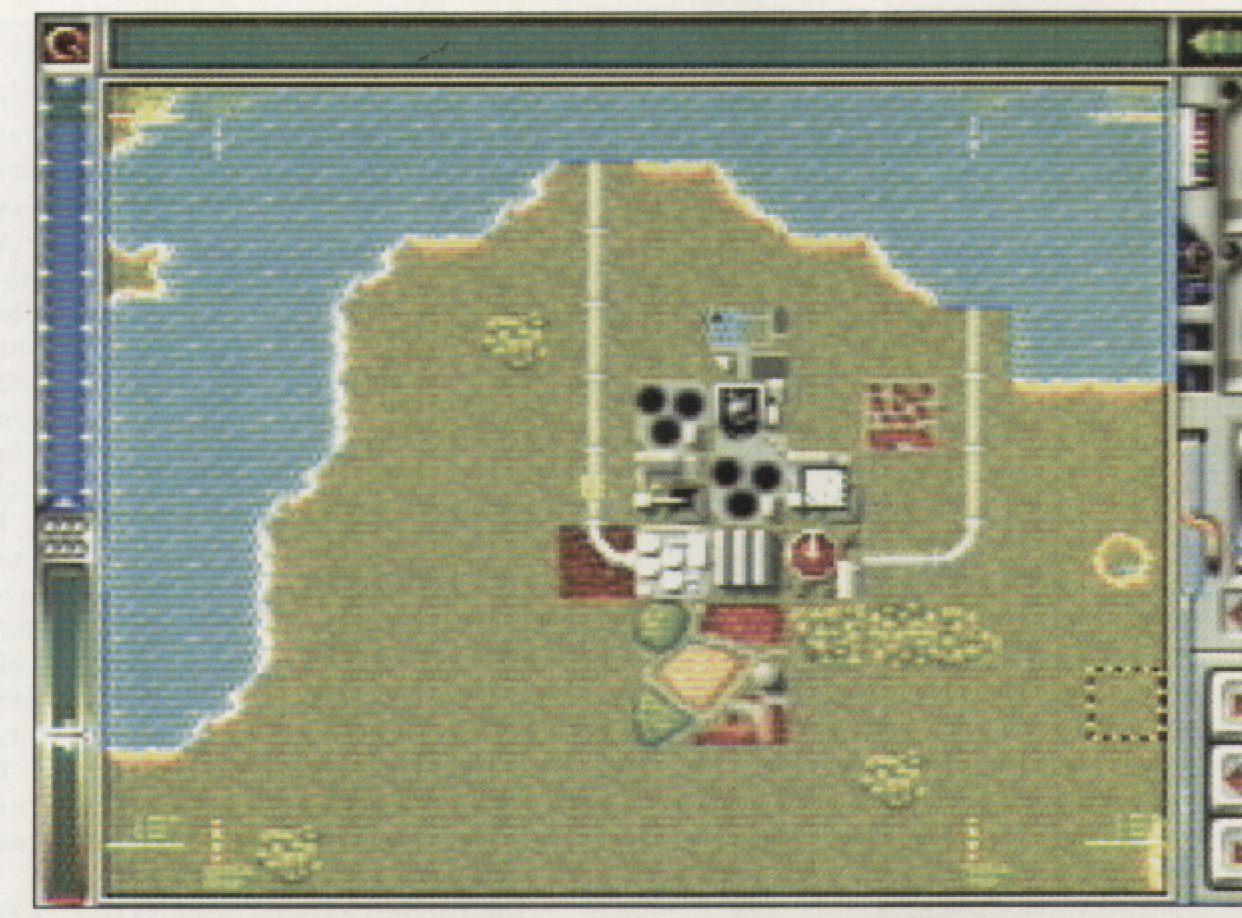
Hmmm. *Global Effect*. The definitive, killer CD32 product, or pointless conversion of a dated game? One thing's for sure: it feels weird playing it again, because since its original release we've been treated to the likes of *Dune 2*, *K240*, *Genesia* and *The Settlers* and we're waiting for the release of *Sim City 2000* with bated breath. In short, it's out of date, and its CD32 release has come as something of a damp squib.

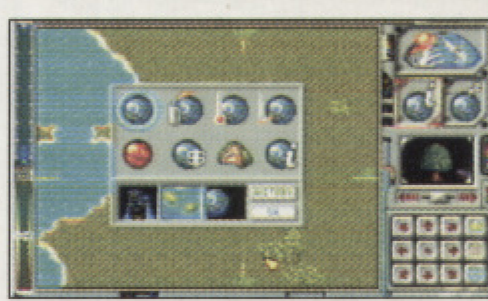
In *Global*, you're given three different missions to have a crack at: create a world, save the world, or rule the world; and although your tasks are similar for each scenario, you need to orientate them towards the chosen goal. In a typical *Sim City* setting, you're assigned a large patch of territory which you can use to build things on. Coal mines, power stations, cities, farms, sewage works, water treatment plants — hey, you can even plant some trees (if you're that way inclined).

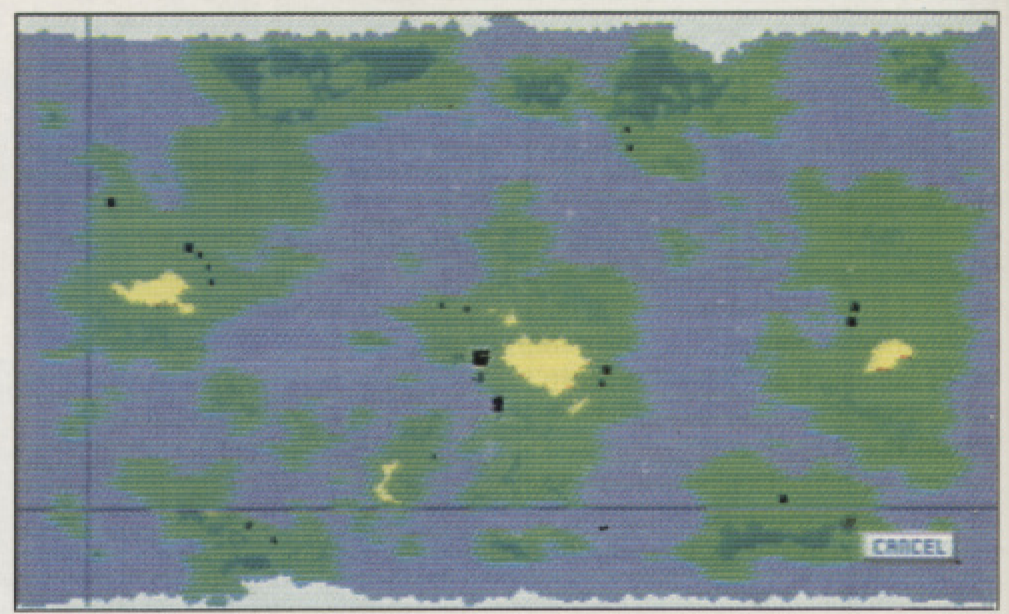
To be fair, the whole *Global* concept has slightly more down-to-earth connotations than mining spice on *Dune*, or knocking about on asteroids in *K240*, so from a "protect the earth" standpoint it should be applauded. But, when it comes down to it, do you want a reality simulator, or a fun game?

It's a slow game, but an accurate world-builder which is capable of teaching you a lot about economics. There's no real advantage to having it on CD32, apart from a bit of music and the obvious lack of floppy disks. A few extra colours, a bit of animated graphics and some extra in-game sound effects would have made all the difference, and brought Global Effect bang up-to-date. [AN]

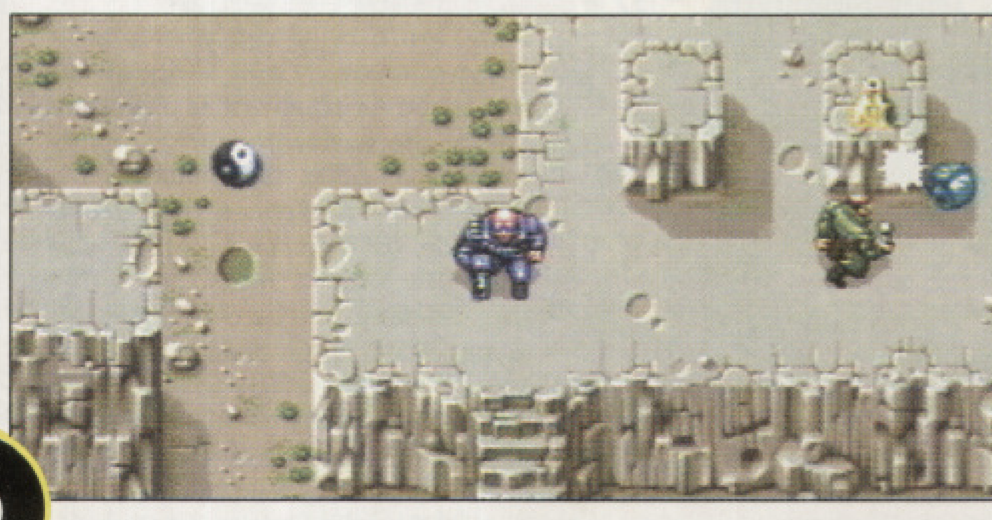
Overall 70%











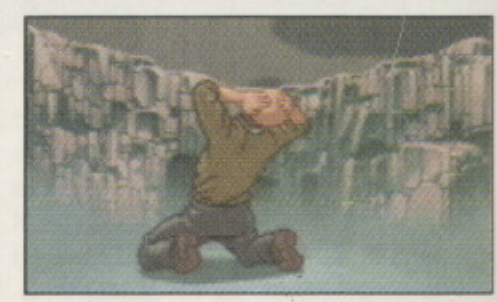
THE CHAOS ENGINE CD32 £29.99 Renegade.

The Chaos Engine is one of my favourite blasters, so it was with some trepidation that I approached this CD32 Update, what with the A1200 experience that is Zool 2. Thankfully, Renegade has avoided the pitfalls highlighted by Gremlin and, as such, this version of the Bitmap Brothers' classic is the best yet. And that's completely true.

In *The Chaos Engine*, you have to guide an heroic soldier through five levels of *Gauntlet*-ish action in an effort to destroy the eponymous machine. You are always assisted by either a computer- or human-controlled partner, but that doesn't make the task any easier — there are five huge worlds to blast through, and each is filled with hundreds of evil mutants intent on your total destruction.

Although on the surface the game may not sound like anything special, its appeal lies in the cleverly-designed set-pieces and puzzles constantly thrown at the two heroes. The adventure is structured in such a way that you're forced along a set route, with new areas only accessible on completion of other tasks, so the brain is taxed almost as much as the trigger finger.

Matt mentioned the A1200 version's 'super-duper' graphics (which translated into English means '256 colours' — I must remember to have a chat with him about his English) when he reviewed it back in January and this CD32 Update has equally, er, 'super' and 'duper' visuals largely because they are the same ones. But specific to this version is the animated intro (accompanied by a dramatic voice-over) which outlines the events preceding the game. Although this isn't as impressive as



PREMIÈRE
Corkers £14.99

If you're expecting a *Bubba 'n' Stix*-style love letter then I'm sorry to disappoint you. It's not that *Premier* is a bad game — because it isn't — it's just that there are absolutely no differences between this and the floppy versions. Except, ahem, the price, of course.

Anyway, you play the part of a young film editor whose film has been nicked from the cutting room floor the night before an important premiere. By journeying into several different levels, based around specific types of films, it's your job to retrieve the film canisters and all that kind of stuff.

The major difference between this and the many other platformers is the exquisite presentation. The graphics are nothing short of brilliant and everything animates perfectly, conveying the slapstick tomfoolery with remarkable ease. Apart from that, it's standard platforming action all the way.

OVERALL: 73%



the intros found in *Liberation*, or *Microcosm*, it suits the mood perfectly and is a welcome inclusion.

Some of the music has been re-recorded and is quite superb — in fact, I've been listening to some of it on my CD player, but don't tell anyone because it's a bit sad. There are also some additional sound effects pulled from the CD and dropped throughout the game which weren't in the previous versions. Thankfully, Renegade decided to keep the in-game themes as they were in order to retain the amazing interactive soundtrack which changes to suit the action.

To be honest with you, I'd almost forgotten how brilliant this game is, and it's certainly been the cause of many late nights here at the office, even though I've already completed it in its A500 incarnation. If you're new to the Amiga scene then don't hesitate to snap this up. It's tough, it's taxing and it'll give you blisters, but at the end of the day it's fun. And that, after all, is what games are about. [SB]

OVERALL: 92%

TEAM 17 DO THE 32!

Team 17 has swaggered into the playground that is CD32 with a very special bag of conkers indeed. Pop down to your local games emporium and you'll find some gorgeous games with gorgeous names, bumped together on special two game disks. Though enhanced in no way, these are all top titles and well worth a quick butcher's. Kumbaya my lord. Kumbaya.



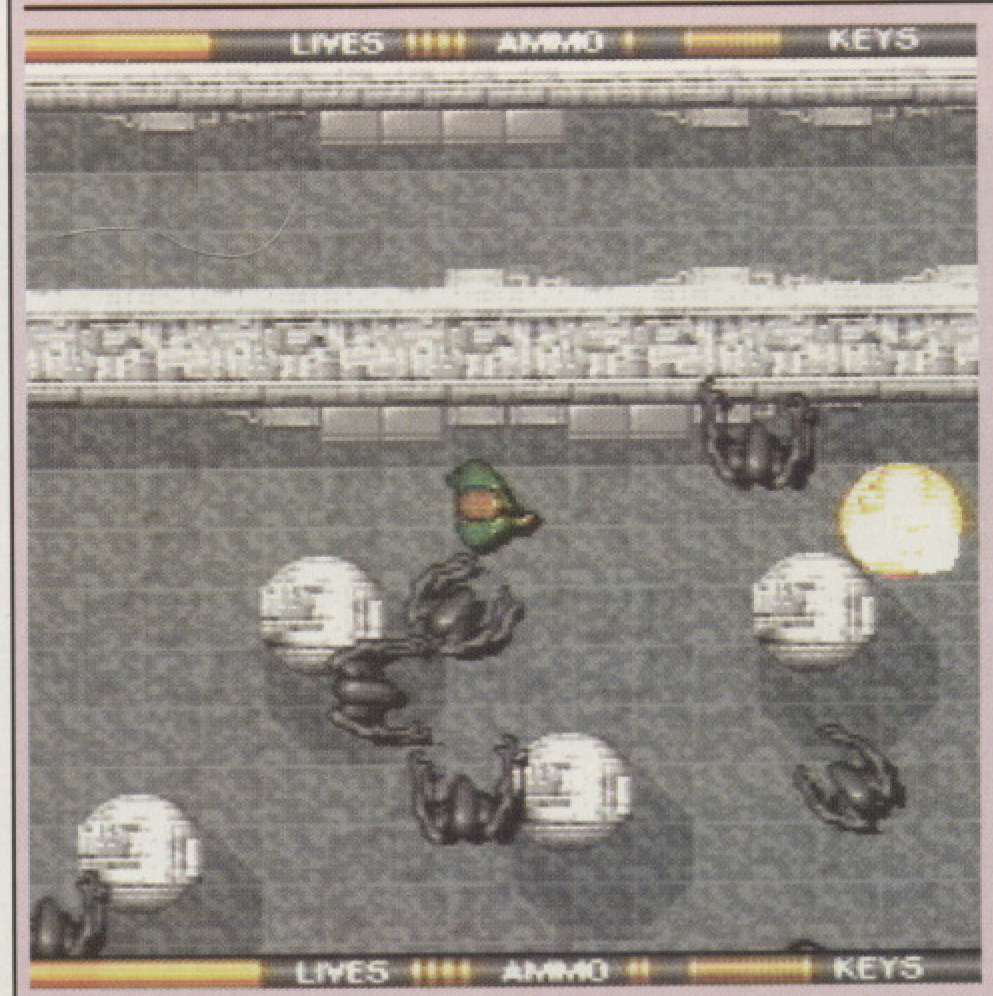
PROJECT X / F17 CHALLENGE
Team 17 £14.99

Need I say more? *Project X* was, and still is, phenomenally bloody good. Still holding its own as the best shoot-'em-up available on the Amiga, this really needs no further comment. Therefore...THE END.

F17 Challenge was, and still is, phenomenally quite okay. Still not holding its own as the best shoot-'em-up available on the Amiga, this needs further comment. Therefore... It's a racing game. Okay?

Both these games are well above average and to be quite honest, you'd have to be mad not to want them in your collection — if they're not already there. Which is unlikely. Unless of course you've never seen an Amiga before today. [MB]

OVERALL: 83%



ALIEN BREED SPECIAL EDITION / QUAK
Team 17 £14.99

I personally think that the first *Alien Breed* was much better than its successor, but that's neither here nor there as far as this page is concerned, because *AB1* is the only one on offer. A brilliant game by all accounts, and doubly so with two players, it should also be noted that this is the *Special Edition* rather than the original, and therefore, even more brilliant. Yes, I like it.

I reviewed *Quak* a fair old number of months back, but it still remains close to my Amiga for those occasional silly moments. It's another game which really blossoms with two players, but has all the splendid charms of a *Bubble Bobble* beater at the best of times. This double-pack is a fab package just waiting for all you to be snaffled up. [MB]

OVERALL: 92%

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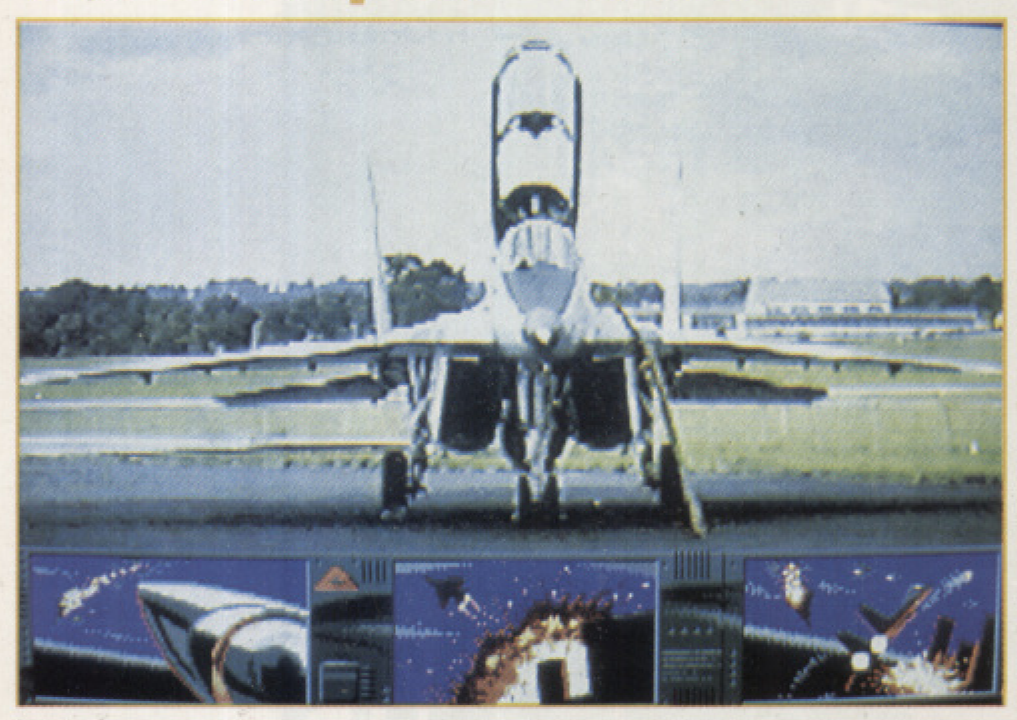


OUT NOW!

REPLAYS!

Budg, budge, budgety, budge! More and more, comes throught our door. It hits the floor, and we go...er...Cwor! We realise the poetry isn't up to much, but Matt, Simes and Andy sure know how to review budget software. Look...

MiG-29
The Hit Squad - £14.99



When Domark decided to go up, up and away, it opted to side with the Russians. With MicroProse fighting for Uncle Sam, with the likes of Ocean and EA at their side, the Putney boys plumped for Soviet MiG 29s — and it wasn't a bad choice. Most flight sims are much-of-a-muchness. There's only so many flaps to be wiggled before a game becomes swamped and over complex, and it normally falls to the scenario and missions to save the day. However whilst MiG may indeed try something different by siding with the Ivans, the gameplay and missions are nothing we haven't seen before.

In terms of screen update and polygons, *MiG*'s OK. The backdrops are a little sparse, and the screen often slows down if things get a little hectic, but the usual array of views and frills are there — just a little bit dated now. And there lies the crux of *MiG*'s problem, M'lud: it doesn't break any new ground. Whenever Microprose unleashes a new sim, you can bank on it being really fast or really detailed. MiG is neither. It's a little too complex to be a *Thunderhawk*-style blast, and there aren't enough keys to take it into F-19's league.





Sim buffs aren't exactly strapped for decent games. Most of Micro-Prose's back catalogue has started appearing in cut-price forms, and Core's *Thunderhawk* is an excellent buy at a tenner. As such, MiG suffers from the same problems it had as a full-price title, and will probably be just as ignored this time. Ocean's budget label has thrown up some excellent rereleases in the last few months, but *MiG-29* is as outdated as the plane it's based on.

OVERALL 67%

EYE OF THE BEHOLDER II
KIXX XL - £16.99







With the original *Eye Of The Beholder* recently released at a budget price, US Gold has wasted absolutely no time in whisking the sequel on to our shelves. *Eye Of The Beholder II* is everything a sequel should be: it's bigger, the graphics are far better than its predecessor, and it offers deeper gameplay. In addition, there's a larger variety of monsters, a larger mission, and more spells to cast than most RPGs could dream of — and if that's not the perfect sequel, I don't know what is! The original icon system has been tarted-up too, and the party of adventurers is every bit as easy to control as they were first time round.

Plot-wise, we're in familiar territory. An evil demon has stricken another world with plague, famine, death etc. As such, it's up to you to recruit a series of spell-casting and axe-wielding pals to go and sort him out. Blah, blah, blah. Yep, it's nothing we haven't heard before, but *Eye Of The Beholder II*'s presentation and content lifts it way above the likes of *Black Crypt*. Developer, SSI, has taken the best bits of every other RPG on the market, and the result is a hotch-potch with bits of *Dungeon Master*, *Dungeon Quest* and the Ultima series stirred in.

At a meagre seventeen quid, you really can't go wrong with Eye *Of The Beholder II*. Its complexity may put the casual RPG fan off, but perseverance brings its own rewards and the missions which lay ahead will have you banging your head against the walls as you explore the labyrinthian levels. Budget games are a brilliant way of picking up classics you may have missed first time round. If that was the case with *Eye II*, then rectify it immediately.

OVERALL 93%

UTOPIA

GBH - £9.99





At a time when *Sim City* had everyone rebuilding London and when *Populous* had introduced the world to the newly-christened 'God Game', Gremlin was typically quick to spot a nice bandwagon and leap aboard and it managed to combine the best aspects of both in *Utopia*. Set in the distant future, man has started the colonisation of far off worlds and is in the process of building cities, factories and mines. Unsurprisingly, these incursions have put the local aliens' noses (if they do indeed have such appendages) out of joint, so not only does the player have to fight for existence, they also have to ensure cities can fend off any alien attacks — it's no picnic being an inter-galactic settler, you know.

While *Populous* may indeed be the grandaddy of God games, for me *Utopia* is the better product. Building a city, expanding its infrastructure and developing its resources is far more interesting than being a 'mere' deity, and the alien attacks and weird buildings you can create in *Utopia* make it visually more appealing than the Maxis game. As has become the norm in the genre, the creation of your site is effected via a selection of options located adjacent to the main play area. The moon surface itself is seen from a weird isometric viewpoint, but the graphics are far more detailed than those of any of its kind — with some of the weirdest alien ships and buildings this side of *Blakes 7* (ask yer Dad).

For a paltry Ayrton, *Utopia* is a real steal. It offers instant gratification thanks to its easy-to-suss icons, and there's more than enough depth here to keep most people glued to the screen. I seem to remember *Utopia* didn't do that well first time round. Make sure it does this time...

OVERALL 90%

JIMMY WHITE'S WHIRLWIND SNOOKER

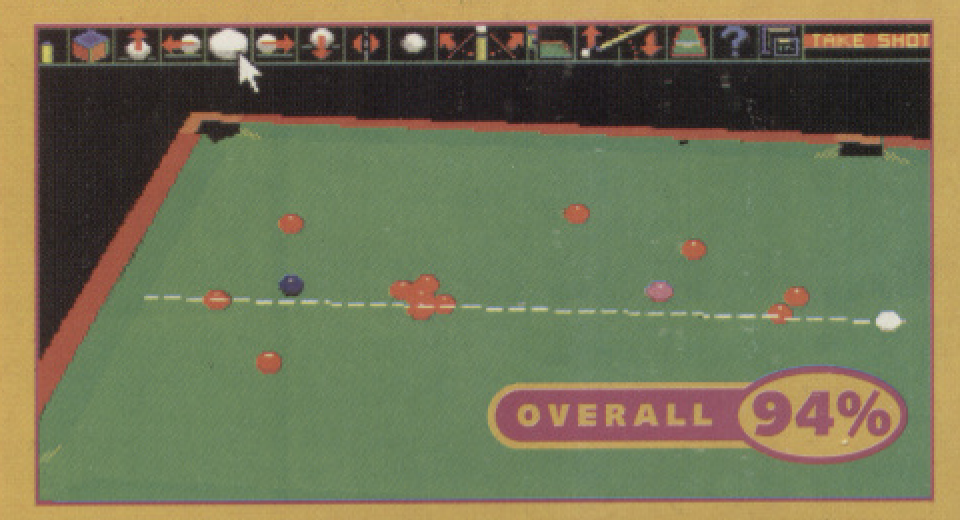
THE HIT SQUAD - £14.99

"I'm gonna be snookering you, snookering you tonight — *Big Break*!" Ah yes, Saturday night entertainment at its very best. Jim Davison and John Virgo's verbal sparring and tricky blend of snooker and trivia keeps millions entertained — still, there's no accounting for taste...

Snooker is a game that ordinarily isn't worth converting to a computer system. After all, in the past, attempts to convey the the real thing accurately has necessitated boring bird's-eye-viewed tables, with tiny balls spanging all over the shop after a prod from the invisible cue. It took veteran coder Archer Maclea, to revolutionise things and, somewhere along the line, he has managed to create a snooker game which is every bit as fun to play as the real thing.

The key to *Whirlwind Snooker's* success is its complete controllability and numerous views. Gone are the tiny tables and 100mph balls of old — instead, Archer gives us a polygon-based table which can be viewed from virtually any angle imaginable, and icons which allow the player to tailor every aspect of their shots. Side spin, top spin, trick shots: all are possible via the game's many icons, and even innocuous touches, such as chalking the cue, make a difference to the way the game plays.

In addition to the realistic controls and views, Archer has also added a little variety to the proceedings in the form of trick shots, and four computer-controlled opponents — ranging from Stevie Wonder to the licensed hero himself — Jimmy White. I really cannot stress just how good this game is. Even now, some two years after its original release, Snooker is absorbing, easy to pick up and fun to play. It also offers something a little different, and that in itself means that it is well worth a look.

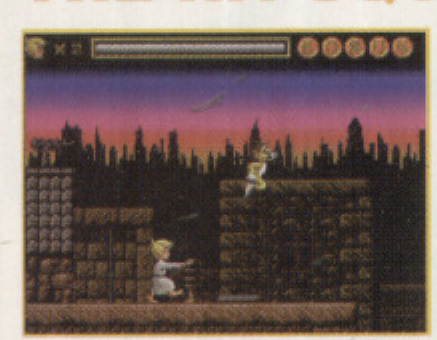


OVERALL 94%



REPLAYS!

SLEEPWALKER
THE HIT SQUAD - £9.99

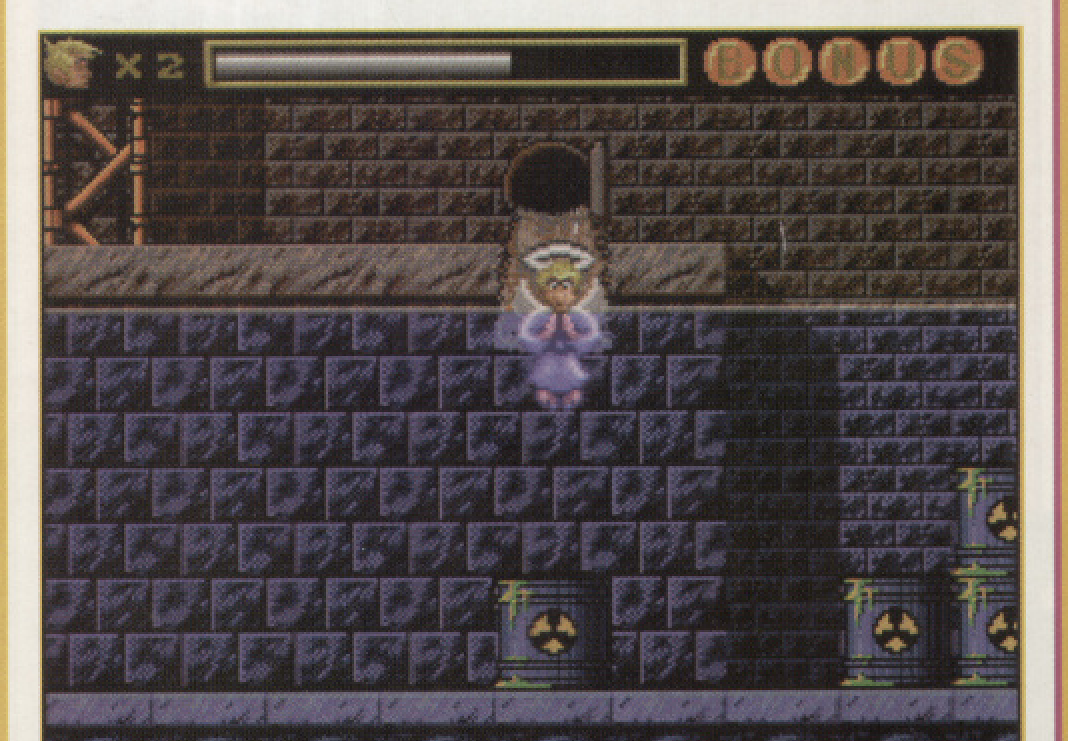


Originally released to tie-in with oh-so-worthy charity Comic Relief, the tie-in proved to be *Sleepwalker*'s only plus point. A young somnambulist wanders aimlessly across a series of danger-filled forests and housing estates just waiting to come a cropper at the hands of ghosts or similar baddies. Thankfully, he is helped through the night by a cutesy dog who can redirect the hero, bridge any gaps, distract the bad guys (coming a cropper himself), or punting him up the backside to a higher ledge.

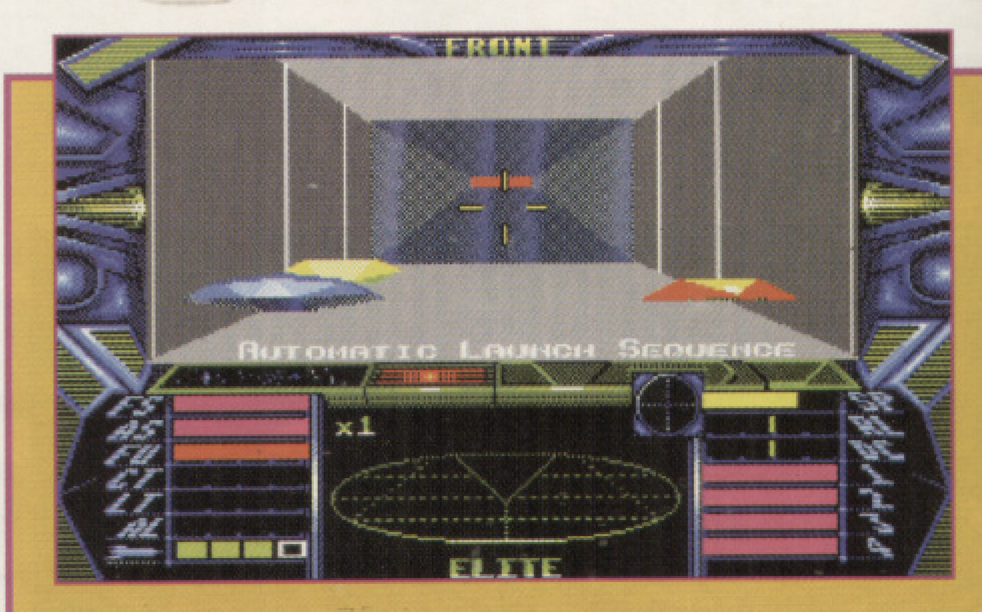
As far as premise goes, *Sleepwalker* is as sound as a pound. Sadly, reality is a lot duller. Whilst exploring the levels and getting to grips with the dog's plentiful capabilities is initially very entertaining, the game itself is a plodding affair which never really sets the pulses racing. Due to the slow-stepping hero, the player is given plenty of time to work out what is needed of the dog, so little immediate thought or puzzle-solving is required. This is an area where *Lemmings* excels as the player is forced to think on his feet and experimentation is of the essence, but with *Sleepwalker* the puzzles are so obvious that you can see them getting on a bus several stops away.

Every other aspect of *Sleepwalker* is fine. The sprites are nice and large, and the dog is well animated with plenty of available moves. In addition, the backdrops are equally impressive, with plenty of colour throughout — with the forest/jungle level deserving special praise. Oh yes, and just to warrant the Comic Relief tag from first time round, Lenny Henry provides the samples which interrupt the otherwise dismal sound. In all, *Sleepwalker* falls into that tired old category of a superb idea let down by sloppy implementation. If things had been speeded up a little everything would have been fine. But it hasn't, so it isn't. 'Nuff said mate...

OVERALL 68%







AWARD WINNERS
EMPIRE - £35.99

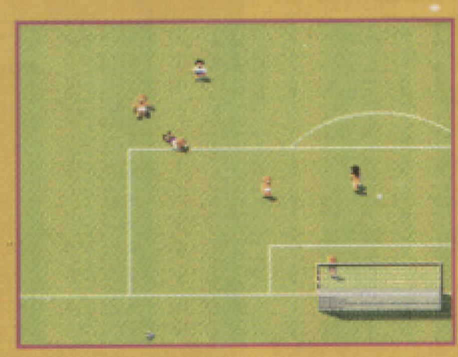
I've got to say, this is an absolutely stunning compilation. For a start, it has got the best Amiga game of all time on it — Renegade's stunning *Sensible Soccer* — and is backed up by the likes of *Elite Plus*, *Jimmy White's Whirlwind Snooker*, and *Zool*. In fact, Gremlin's 'Ninja From The Nth Dimension' is the weakest link in this package, but even that is far from terrible.

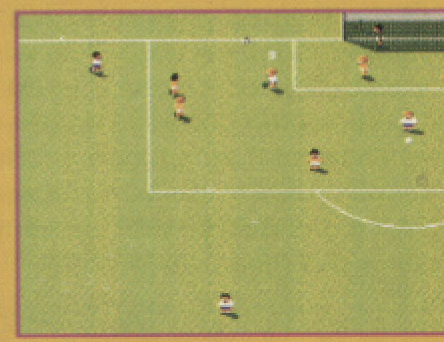
Sensi is quite simply brilliant. I'm not saying any more. Anyone who reads *The One* regularly will know how highly we rate this game. Jimmy White is detailed elsewhere, so we won't bother about that one, which brings us to what was once billed as 'The Game Of A Lifetime' — *Elite*, or to be precise, *Elite Plus*. David Braben's epic space opera may have been superseded by *Frontier*, but *Elite* is still as fresh as a cosmic daisy. Starting on planet Lathe, the player begins as a rookie trader out to earn a packet by whatever means and hoping to earn the 'Elite' label along the way. In the beginning your missions are simply gun-running or swappsie jobs, but as the credits roll in you can arm your Manta ship with better lasers and engines, or buy more expensive stock for even more profit. *Elite Plus* basically features smoother graphics than the original Amiga game, but the basic game has remained the same - ie. brilliant. A true and unadulterated classic.

Oh yeah, and then there's *Zool*. Personally, I think the little 'Ninja From, etc, etc' is a second-rate Sonic stuck in a frustrating platformer, but the company he's keeping in the compilation is exceptional, so we'll let him off. If you're a newcomer to the Amiga, or missed out on two of these, ensure you get Award Winners now. It's the best compilation I've seen in ages.



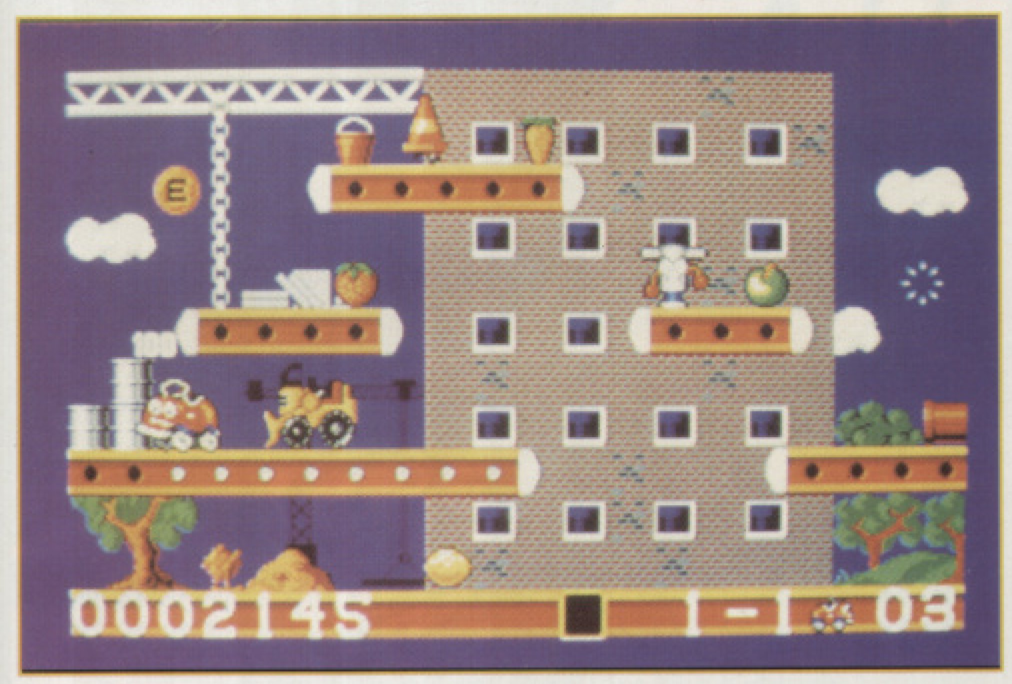














CAR-VUP - CORKERS - £9.99

Every time we get a Core re-release in, it's a case of "hey, remember that classic coin-op..." Well, *Car-Vup*'s no different, as Derby's wunderkinds revamp the *Amidar* arcade game. For those of you still in pampers in 1983, *Amidar* starred a gorilla who was left to run around a grid whilst avoiding a stream of pursuing nasties. As he ran, a trail of paint was left behind and when he covered the entire grid, the meanies were killed and the next stage appeared. *Car-Vup*, however, replaces the simian sprite with a *Chugaboom*-style car and the overhead view is replaced by a series of horizontally-scrolling stages.

Using just three controls — turn left, turn right, and jump (the car automatically rolls in the direction it is facing) — the player guides the little motor across themed worlds containing ghosts, building site hazards and all the platform game clichés you care to recall — all of which kill on contact. The basic painting task remains the same, with the assorted girders and ledges changing colours as the vehicle passes over them, but — wahey, this is the 90s after all — a series of power-ups make things a little easier. Guns and higher jumps are just two of the goodies available, and these will prove particularly useful in the extremely taxing later stages.

Whilst there's no disputing that Car-Vup is an eminently playable little platformer, its failings lie in its simplicity. There's only so much fun that can be gleamed out of rolling left to right, and once mastery of timing jumps is achieved the game's appeal wanes even further. Similarly, despite the change in backdrop graphics, there's a severe lack of variety and the repetitive nature of the gameplay fails to add any need to progress. At the time of release Car-Vup was a neat and undemanding game. Sadly, we have come to expect more from our games these days, and even for an tenner Car-Vup is little more than a playable distraction.

OVERALL 71%

WIN!

5 Copies of Championship Manager Limited Edition Double Pack.

Courtesy of Domark.

Anyone who has even a passing interest in football will no doubt be sick of the words 'United' and 'Manchester' (unless of course they support them). For the past six months or so, the boys from Old Trafford have been building up a considerable lead at the top of the Premier League and at the time of going to press look certain to clinch the title, even if they lost to a tactically superior (Harry insisted on that bit — Simon.) Aston Villa in the Coca Cola Cup final.

So how has Alex Ferguson managed to create such a — and I hate saying this, believe me — formidable side? Well, because it probably hasn't got anything to do with natural talent, the chances are he's been practising with one of Domark's fantastic *Championship Manager* games. Coded by Intelek, it simulates the heady world of football management more successfully than other piece of software.

But the trouble with football management games is they become out-of-date fairly rapidly. It's all very well having a brilliantly-written program, but if Rodney Marsh is still scoring goals for QPR then it soon becomes farcical. Thankfully, Domark has recognised this probably and released data disks which bring the games firmly up-to-date.

Unfortunately, the last full-game released under the *Championship Manager* banner was *Championship Manager '93*, so newcomers to the phenomenon need to purchase the '94 Update disk as well. Actually, that's a lie: for a limited period only, prospective Premier League conquerors can snap up a double-pack which contains both *Championship Manager '93* and the '94 Update for the more-than-reasonable price of £27.99.

And in a blatant attempt to promote this event, Domark has offered us five of these double packs to give away to you, our readers. To stand a chance of winning one of these bargain boxes, simply stick the answer to the question below on a postcard or stuck-down envelope and send it to: *Championship Manager Compo, The One*, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by no later than June 28th. The first five correct entries drawn from the hat after that date will each receive a *Championship Manager* double pack, and the rest of you will get bugger all. The usual competition rules apply and no correspondence will be entered into. Cheers.

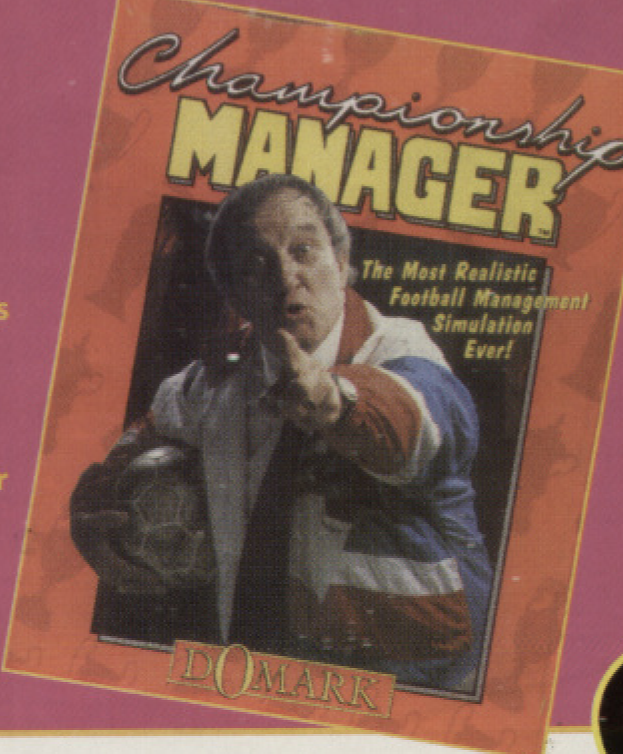
THE QUESTION

Who is the current England football 'coach'?

(A) Terry Venables

(B) Gerry Francis

(C) Graham Taylor



KILL ZONE

I've often wondered why this part of the magazine is called 'Kill Zone' and not simply, 'Tips', but no-one's been able to give me a satisfactory explanation. Life's strange like that don't you think?

GOBLINS 3

I've got this goblin living in my shoe. I must have because I found these cracking tips for Goblin 3 stuffed under one of my odour-eaters this morning. No. I did. Honest.

When the game starts, Blount is alone. Once you meet up with Chump and the rest of the characters, they all move about together. Only Blount can pick up things, while the others each have an individual ability. All the characters have to work together to finish the game — you can't do this on your own.

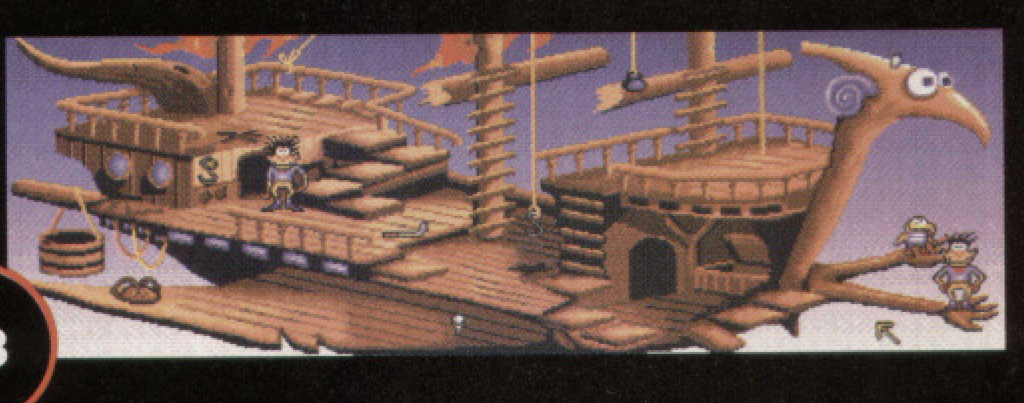
SHIP

Your first objective is to leave the ship. There's a rope knotted onto the railing. Undo it, and pick up the golf club that's lying on the deck. Unscrew the hook using the coin and then attach the hook to the loop. Get the plunger and the pepper from the toolbox and hit Chump with the golf club. He'll fall down a hole so use the plunger to get him out. Weigh down the end of the rope with Chump so Blount can get the umbrella.

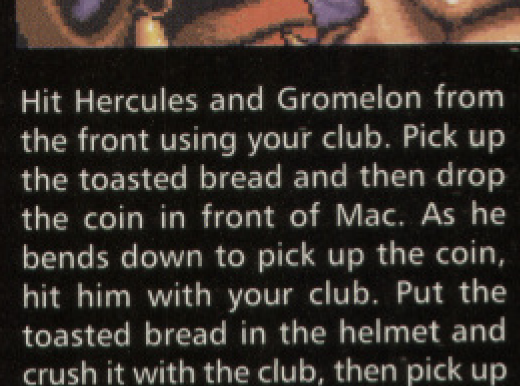
Position Chump on the springboard with Blount on the moving hand. As he jumps Blount will be flung through the air to the top arm where he can pick up the tooth. Go into the barrel, place the umbrella at the opening, cut the rope using the tooth and off to the next level.

IDOL

The next thing to do is to rescue Wynnona from the guards. The princess is being held captive by seven guards, but Blount won't have the courage to rescue her until he sees her. Use the umbrella on the warm air which is nearest to the idol, so Blount can rise until he sees Wynnona through the crevice. This must be done before he clubs any of the guards otherwise there'll be trouble. Use the spring-loaded stones to jump around the screen.



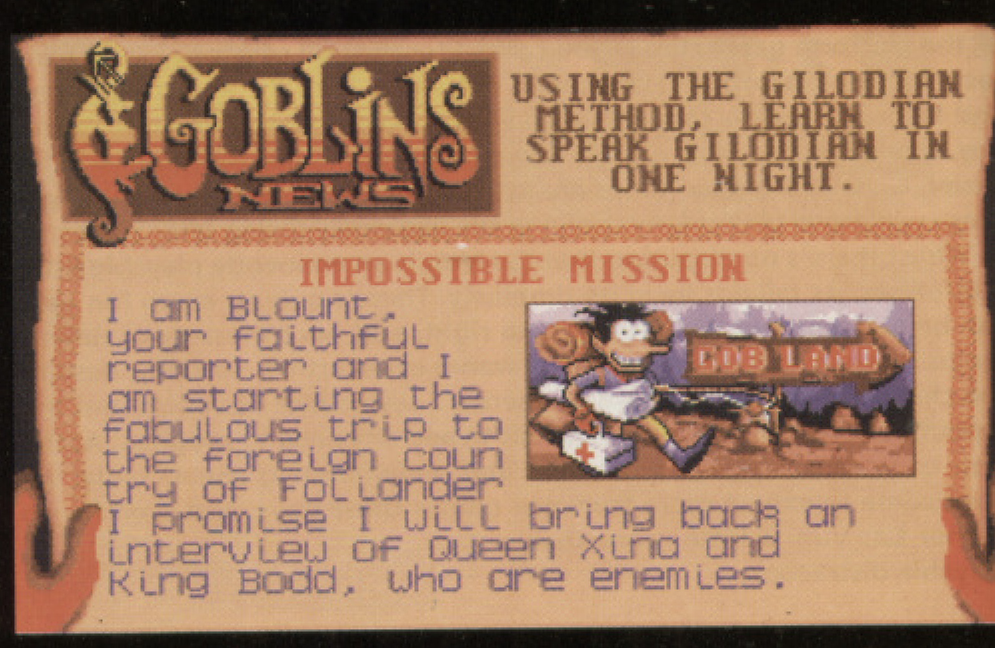




Hit Hercules and Gromelon from the front using your club. Pick up the toasted bread and then drop the coin in front of Mac. As he bends down to pick up the coin, hit him with your club. Put the toasted bread in the helmet and crush it with the club, then pick up the crumbs.

Stand in the hot air on the right, then drop the crumbs down Banzia's neck. When he wriggles, hit him with your club and take his shield. Pick up the stone hand and offer it to Kendo. While this attracts his attention, hit him with the golf club. Pick up the hand again, as you'll need it later.

Place the shield on the branch near Zembla, stand behind him and sprinkle pepper on his back. When Zembla sneezes he'll knock himself out on the shield. Clever eh? Pick up the stick and use Chump to make Django stick his tongue out. Get Blount to pull on







it. Climb above Plunky using the stick and get Chump to divert the guard's attention. When he moves one step forward, get Blount to push the rock. Fourbalus grabs the key to the labyrinth and Wynnona runs after him. Blount is torn to pieces by a vicious wolf when King Bod arrives.



DEATH

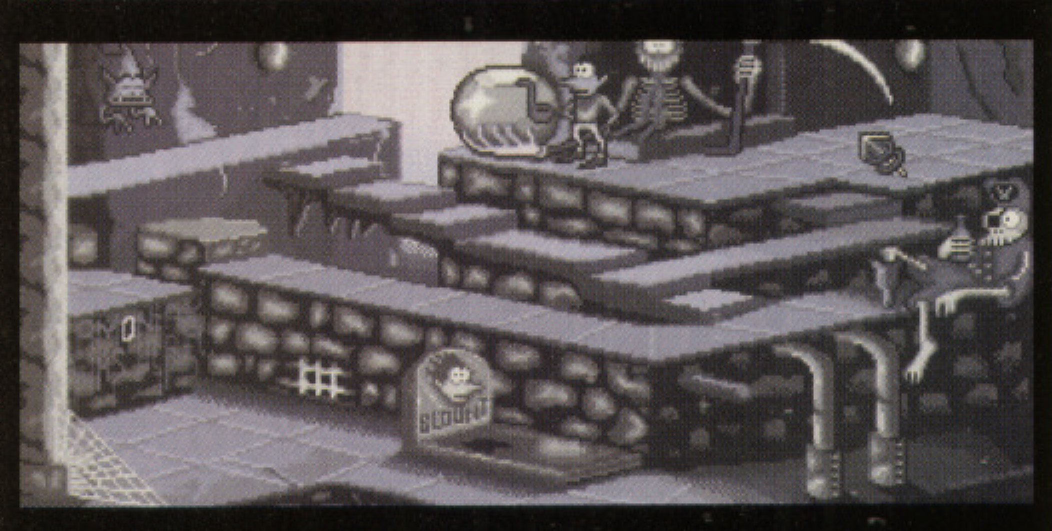
The objective here is to bring Blount back from the dead. Everything is black and gloomy, reflecting the general mood. First, find the matches and strike them in the upper right hand side of the screen. To bring back Blount you must make the screen coloured again by capturing three will-o'-the-wisps, one red, one yellow and one blue. When all three are placed in the ball they will light up the screen again.

Take a piece of the scythe by clicking on it. You will need the scythe to free each of the wisps. Cut down the clown's tubes and take the spectacles out of his pocket. Pick up the tube from the floor and put the spectacles on the skull. When you open the skull the fire will go inside. Close the skull and take the blue fire out. Collect the spectacles. Now it's the turn of the yellow wisp.

Set light to the pirate's wooden leg using the matches and put out the fire with some water from the tube. Pick up the yellow fire in the bowl and when the screen turns yellow press the button which says 'Amodiak was here'. When the mirror falls, pick it up. Add the blue fire to the bowl and when the screen turns green take the cork from the green hand and put the mirror in it.

Take the ladle from the bowl and use it on the inscription. Pour the blood into the pirate's bottle and pick the bottle up after the pirate drops it. Put it on the pedestal next to the green hand holding the mirror and replace the cork after the red fire has gone into the bottle. Remove the blue and yellow fire with the ladle and add the red fire to the bowl. When the screen turns red use the scythe on the vampire and add the blue fire.

Place the spectacles on the skull which appears and add the yellow fire to the bowl. A beam will emerge from the bowl, bounce off the mirror, the spectacles, the vampire's tooth and will hit the bowl again. Blount will now be resurrected. Hooray!





COUNTRYSIDE

Okay, now it's time to force the wicked dragon to drink the memorium potion. Blount has been turned into a giant after drinking a potion and is surrounded by little creatures. Pick up the two stones which are behind the castle and then put the haystack into the basin of water. Use the resulting sponge on the burning building and pick up the pitchfork from the haystack. Use it to get some meat from the dragon's mouse trap and move the stone hand onto the mouse trap to send Chump up to the castle. Then put Blount on the lever and bring Chump back down to the ground. Blount will land in the castle. Lift up the Princess' roof and talk to her, then put the Dolmen stone on the thorns. The knight will give you the potion which you put into the basin.



NEXT MONTH —
The adventure continues!

INNOCENT UNTIL CAUGHT

Tax Bills, Robots and love poetry; it's all crammed in to The One's essential guide to Innocent Until Caught.



1 You arrive at the spaceport in search of credits to pay off your tax bill. Start off by talking to the guard and then pick up the passport from the bench. Try to get into the subway and you'll discover that you'll need a token to gain admittance. Sadly you've got no cash. Typical.

Wander behind the spaceport to the bar, order a drink and sit down. You won't get served because you have no money — but while you're there — steal the pawn ticket from the back pocket of the man sitting next to you. Take the ticket, nab the newspaper from the floor and the jar and the lid from the table.









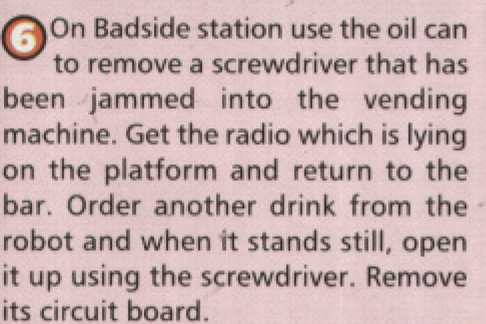
2 Next door to the bar is the Paradise Club and all you have to do to get in is show your passport at the door. Inside, the madam tells you that she'd like you to get her vase back from the pawnbroker next door. Before you leave pick up the wooden cane and the bottle of perfume from the table. You'll also need the chewing gum from the receptionist.

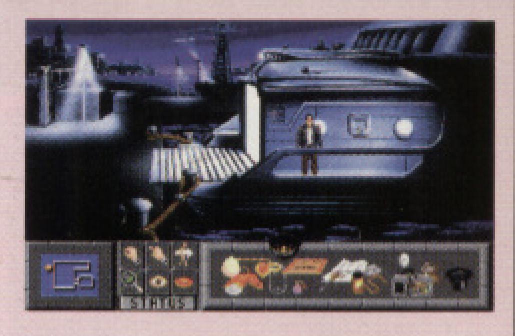
3 Next door to the club is an alleyway which leads to a maze of fences. Pick up the hose-pipe, the bag and the beer can. Walk past the drunk and when you get to the diner pick up the oil can. Look at the trash and you'll find an egg and nearby you'll notice a power point. Chat to one of the bikers and ask to borrow his friend's coat. He'll refuse, but ask you to do him a favour. Beyond the diner are the docks and a boat but you can't get get on it.Notice the sailor's hat on the boat? Good.

4 Nip back down the alley to the pawnshop and exchange the pawn-ticket for the camera. Take a peek inside a vase to find a wrapper and put the vase in your bag to steal it. Walk back up the alley-way and charge the camera at the diner. With the fully charged camera walk back to the drunk and blind him with the flash. Steal his hat which has a few coins inside.

Go back to the club and return the vase to the madam. Ask for the silver slash badge as a reward. Once you've got the badge give it to the biker and he will give you his friend's coat which then becomes a bag of coins.

5 Go back to the bar and buy yourself a drink. After a violent few minutes the barman will give you a coin change and you can pick up the deflector ring from the floor. Put the wrapper around thecoin to forge a token for the train.

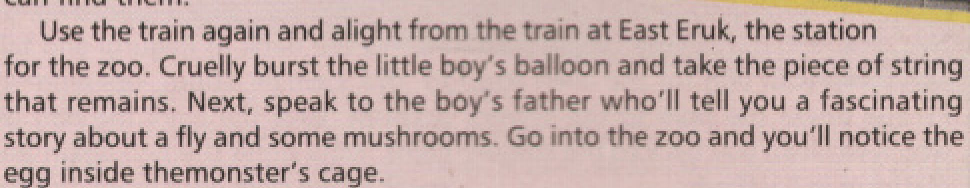




6 On Badside station use the oil can to remove a screwdriver that has been jammed into the vending machine. Get the radio which is lying on the platform and return to the bar. Order another drink from the robot and when it stands still, open it up using the screwdriver. Remove its circuit board.

7 Use the radio with the circuit board to make a radio control unit and then walk to the docks and use the unit on the robot barring you from the boat. Slip on board the boat and take the sailor's hat.





8 Go back to the pawnbroker and exchange the hat for a carpet. Take the train to The Hill and get into the mobster's house by showing the ring to the camera. Show the mobster the ring and he will offer to buy a whole host of items (an egg, a statue and some bonds) from you if you can find them.

Use the train again and alight from the train at East Eruk, the station for the zoo. Cruelly burst the little boy's balloon and take the piece of string that remains. Next, speak to the boy's father who'll tell you a fascinating story about a fly and some mushrooms. Go into the zoo and you'll notice the egg inside themonster's cage.



9 Get on a train again and get the aerosol can. Go to Regurgistation, get the hot dog from the stand and fill the jar with mayonnaise. Put the lid on and use the jar with the fly to capture it. Go to the nearby police station and talk to the police sargeant about a drugs raid and he'll give you a bag of flour. While things are quiet, make a bow from the string and the cane, and an airgun from the hosepipe and the aerosol.



10 Next, pop along to the gallery which you can find on the hill.Take the mushroom and go inside. The first exhibit is a stone which you should steal. When you get to the statue in the glass case, use the stone with the airgun. Shoot the case again and then lay the carpet on the floor. Shoot a third time and the statue will fall onto the carpet. Get the carpet and the statue.





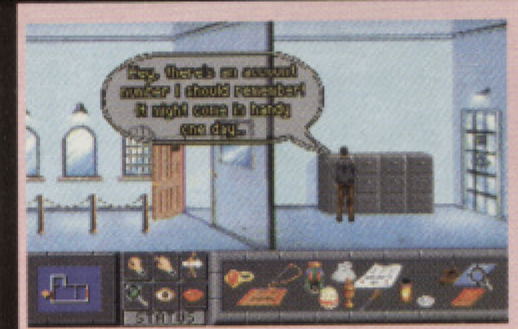
11 Time to get the egg, I think. Go back to the docks and hitch a ride on the food wagon that appears. The wagon will take you to the monster's cage. Defeat the monster by spraying it with perfume. Pick up the two bits of vine and the stick and move the straw to reveal a grating.

12 Remove the grating and attach a piece of vine to it. Now use the stick and the other vine piece to make a grappling iron and then shoot the grapple over the chasm with the bow.

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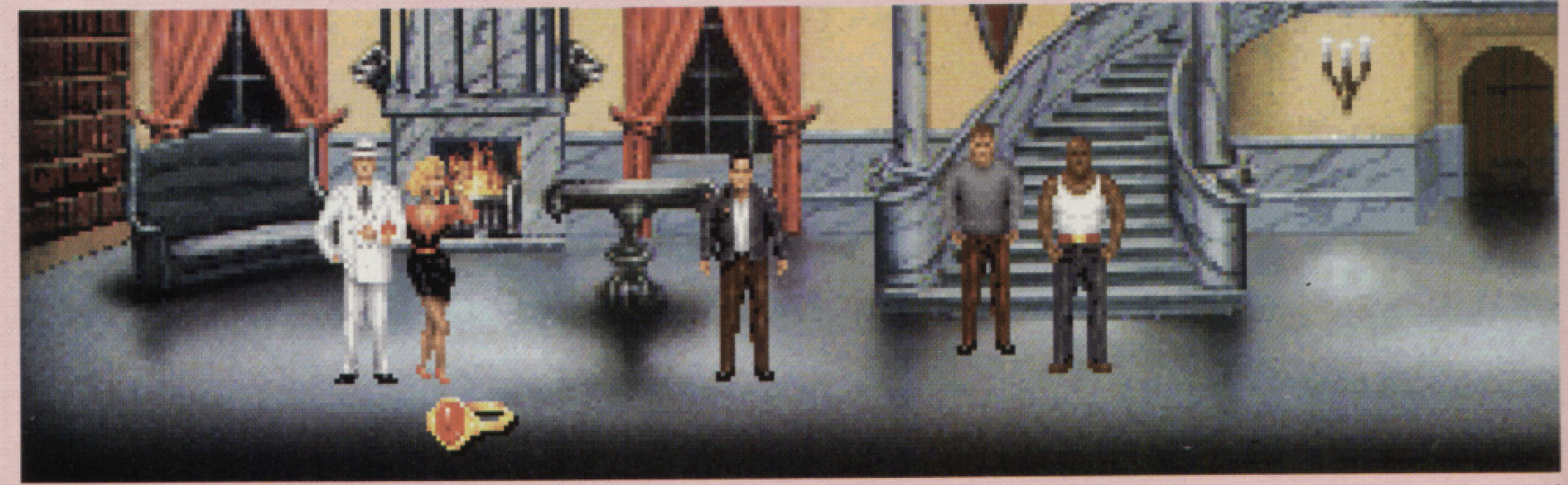


13 After swinging across, feed the hot- dog to the man-eating plant and swap your egg for the alien egg. Escape down the hole to the sewers which will lead you back to the station platform in EastEruk.

14 To get the bonds you need, go to the bank of Regurgi and talk to the cashier about opening an account. Give the clerk the bag of coins. Now press the bell again and speak to the clerk once more. Use the gum on the door which will allow you to open it later.

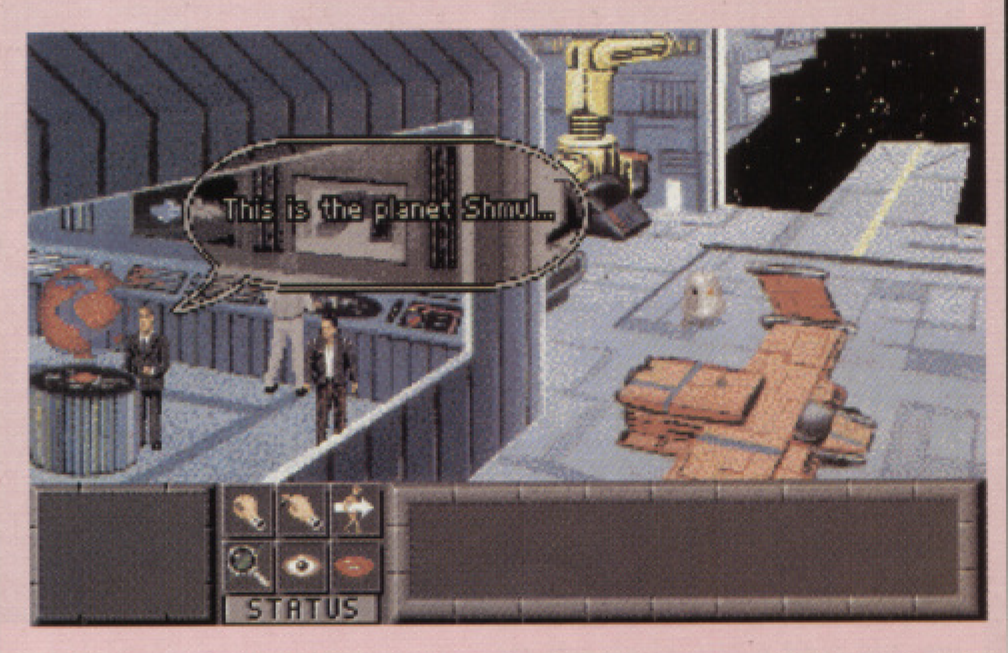
15 Past the door is a bag and some miscellaneous filing cabinets. Open the cabinets with the screw-driver and take the file with the bank account number. Use the screwdriver again to take the plans to the sewers.

16 Use the map to navigate the sewers to a point near the bank vault. To open the vault drop the mushroom and let the fly loose from the jar. Once in the vault use the flour to find your way to the drawers on the right and then take the bonds from the top of the cabinet.



17 Return to the mobster and hand over the statue, the egg and the bonds. Unfortunately you get attacked and slapped in jail. After you escape from the cell using the device that is sent to you, talk to N'palm and move the mat on the floor.

Next, open the grating and go down. In the maze, go south until you reach the exit in the north-east (the top-right corner of the screen). Out in the open, use the device again to beam up to the spaceship.



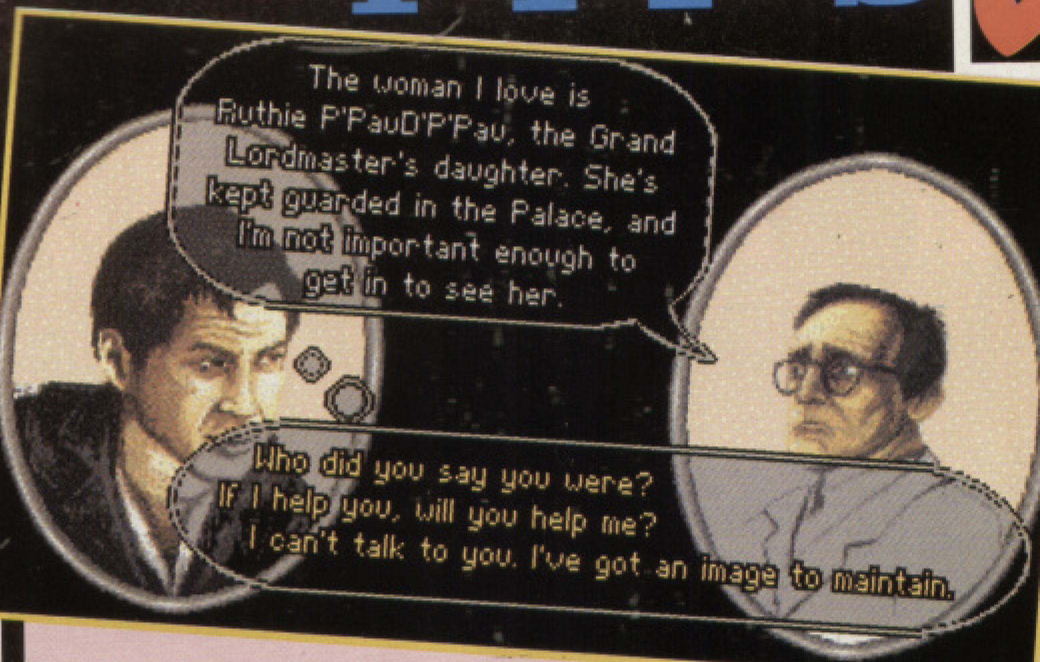
18 Accepting the job of stealing a weapon from a mad dictator (as you would) you are transported aboard a space liner. Take the book and the flowers from the cabin and walk to the viewing deck.



19 Give the flowers to the loving couple and steal the man's wallet from his back pocket. Take the credit card and the passport from the wallet, swagger into the bar and use the credit card to buy a huge bottle of drink from the bar.



20 At the spaceport, tell the customs official that you are a tourist and get N'Palm to distract the woman nearby so you can pinch her coat.



21 Walk east and go into the shop. Take the screwdriver and talk to the shopkeeper. He'll decide to help you and hand over a box of mechanical bits and an etiquette book. Go to the bar again and speak to the scientist. Take the love letter that he gives you.



22 Go to the palace. The etiquette book contains the password 'akimbo' to get past the guards. Once past, go behind the building on the left to the dog compound. Make a mouse using the screwdriver, mechanical whatnots and the fur coat and distract the dog with it. Climb the trellis and talk to the princess. After you've sweet-talked her with the old Ladd charm, return to the bar and convince the scientist to give you the keys to his lab



23 N'Palm is still in the spaceport and so ask him to get a guard's uniform. Next pop along to the lab and enter using the uniform. Change into the uniform on the status screen. When you get to the lab you get arrested once again and dumped in another jail cell. N'Palm will appear at the window so compose a 'nice' and a 'sweet' love poem to take to the princess. After all these heroics, return to the bar and get a travel warrant from the princess.



24 Go to the lab again and tell N'Palm to get a crate. Now go to the spaceport and put the travel warrant on the crate. Get inside and you'll be lifted into the shuttle. Leave the shuttle using the escape pod (on the right) and enter the fortress tower. Go up the stairs to the control room and speak to the princess about a way into the vault. Up above in the crate room, move the crate that blocks the door and go through into the vault room.



25 Unfortunately, the big crate his locked so call N'Palm to help. He will throw you a crowbar. Use the crowbar on the crate and get the balloons and the gas cylinder from inside it. Infiate a comedy balloon and you'll be lifted up to the raised catwalk. Get a pass key from the princess, open the storage facility and take the crystal. Now go back to the control room and use the crystal on the machine. Tragically, it doesn't work so leave and search out the dictator. Bet him to use the machine by asking the princess to marry you and staking the dowry. The dictator will accept but N'Palm intervenes, saves you, destroys the crystal and the tower. Hurrah! How about that for an ending?

GAME ENDS

CAMPAIGN II

Soldier, Soldier will you marry me with your musket, fife and drum? Oh no sweet maid I cannot marry you, 'cos killing people's too much fun...

Make sure you use a sensible battle formation. If you're creeping up on the enemy, advance with your men lined up behind each other (line astern) to avoid detection.

Similarly, when attacking or defending across a broad front arrange your men in line abreast so the enemy thinks there's more of you.

If you run out of fuel your men will stop and dig in. If they run out of ammunition they'll only conduct limited operations. If they run out of food they will immediately surrender. To avoid this use fuel and weapon dumps to make sure your forces are well provisioned.

Provide each force with artillery, aviation and air-defence sections. This will give you an edge over the enemy and can be used in manual and automatic battles.



BATTLE TIPS

HELICOPTERS

Once mastered, helicopters are extremely powerful battle tools, but disaster can strike when trying to fly and fight at the same time. A two-player team, one flying, and the other firing missiles, or using guns will avoid this.

Manual gun sighting is best left to the experts, so set the gun to automatic and select the targets using the cross-hairs.

To keep missile lock, avoid high speed manoeuvres when aiming. A stable platform is vital if you're going to shoot straight.

TANKS

The auto gunner is pretty accurate, but it doesn't take speed into account. It aims at the target's current position, not where it will be when the missile hits.

Anticipate the change in the target's position and your accuracy will overtake that of the automatic system.

The enemy has the same automatic targetting, so don't drive directly towards the enemy or stay still as in both cases you'll be a sitting duck. Drive across their field of view and the enemy will not be able to anticipate what you are going to do.

Modern fully-stabilised turrets allow you to zig-zag your way, avoiding the enemy's fire. This is an accepted tactic in real warfare, called jinking, but you'll have to practice, especially if you're both driver and gunner.

A nice young friend can join in as the gunner for added excitement, taking control of specially-assigned keys on the keyboard, the joystick, or selecting targets using the cross-hairs.

APCs

The older APCs (M113, FV432, BTR-70 etc) are armed with only one machine gun. This is no defence except against infantry in the open, so as soon as the enemy is spotted, your infantry should disembark. They will be armed to the teeth with a selection of weapons, hopefully including an anti-tank missile.



Your infantry must disembark in plenty of time to select targets and fight back. They can only fight once they're off the APC and standing still.

The new MICVs (M2 Bradley, BMP, etc) have guided missiles so don't forget to use them. These are very effective but require guidance while in flight.

Once the enemy spots an APC with infantry, it will open fire with machine guns. Disembarking your troops carries a large risk, but their ability to fight back can make it extremely worthwhile.

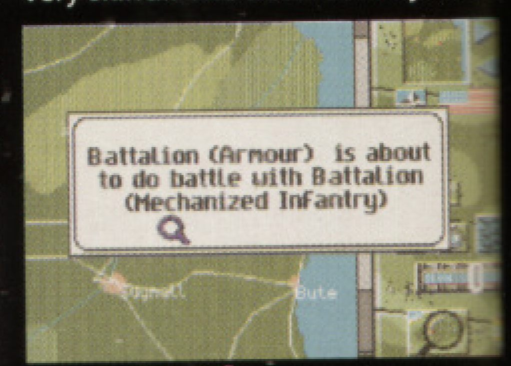


AIR DEFENCE

Air defence makes a huge difference to your success.

Vehicles such as Strela 1 and 10, Rapier etc should used, with anti-aircraft missiles fired automatically or targetted manually. Each missile will home in on its selected target so the vehicle can fire multiple missiles against multiple targets simultaneously. This is done by getting a lock on the first target, firing and repeating the procedure until all targets have been accounted for.

With gun-based air-defence vehicles such as ZSU-57-2, ZSU-23-4, Vulcan, etc. the automatic gunner should be used unless you are very skilful. The automatic systems will stay with the target, unless it gets too close or too far away, then it will lose it.



ARTILLERY

Artillery shells won't land for about thirty seconds after targetting and will be scattered across a fairly large area. Keep your forces well away from the target zone or you'll be left without any men.

CRUISE FOR A CORPSE

With this stunning graphic adventure recently released on budget, it's time once again for a complete solution.



This Solution was sent in by Richard Burke from Nottingham. Cheers, matey!

Not everything happens in a set order, so if you get stuck, try doing one of the other things first. Pick up the piece of paper off the floor, smooth it out and read it. Go to the bar and show it to the barman who will give you a book. After examining the book you will find a letter. Take it out and read it.

This is the best time to search the ship to find out where everything is and talk to all the characters about what's happened so far. Visit the Vicar's room and examine his suitcase, then go to the dining room and give the book back to the Vicar. Now go back round the ship and ask everyone about the Vicar and his naughty gambling habits.



Return to the dining room and pick up the piece of paper you'll find on the floor. When you read it you will find that it is a receipt for a diamond bracelet. Ask everyone about the receipt and the bracelet, then go back to your room. Julio, your room-mate will have gone, but he's left behind a key which you should take.

Go to the study where the murder was committed. Using the key, unlock the roll-top desk. Inside you will find a bracelet which you should examine, especially the clasp. Take the bracelet and read the note with it. Ask everyone about the bracelet and note, then go to the rear hall. Talk to Dick about everything you have learned so far.

Go to the dining room and open the drawer to find some wedding invitations — examine them and take them. Go to the upper deck and watch Rebecca and Tom kissing. The time should be 10:50. Go to Hector's room and ask him about everyone and everything. Talk to everyone except Tom and Rebecca about Tom's ambition and his plot with Rebecca.



Go to the laundry and search the basket where you'll find a bathrobe. Examine the pockets to find a locket. Open it and look at the picture of Agnes. Ask everyone about it.

Go to Suzanne's room and search her wardrobe. Take and read the prescription which is in her cosmetic case, then go and ask Dick about Agnes.

Go to the bar and take the bottle of whisky and the glass. Speak to Suzanne and give her a drink. Ask about the prescription, Agnes' death and the will.

Ask the Vicar about Agnes and her son. The Vicar will have a flashback. Go to Rebecca's cabin and look through her porthole. Go to Daphne's cabin and search the laundry in her wardrobe. Take the envelope and read it, then go back to Rebecca's cabin and ask her about everything. Go to the upper deck and ask her about everything.

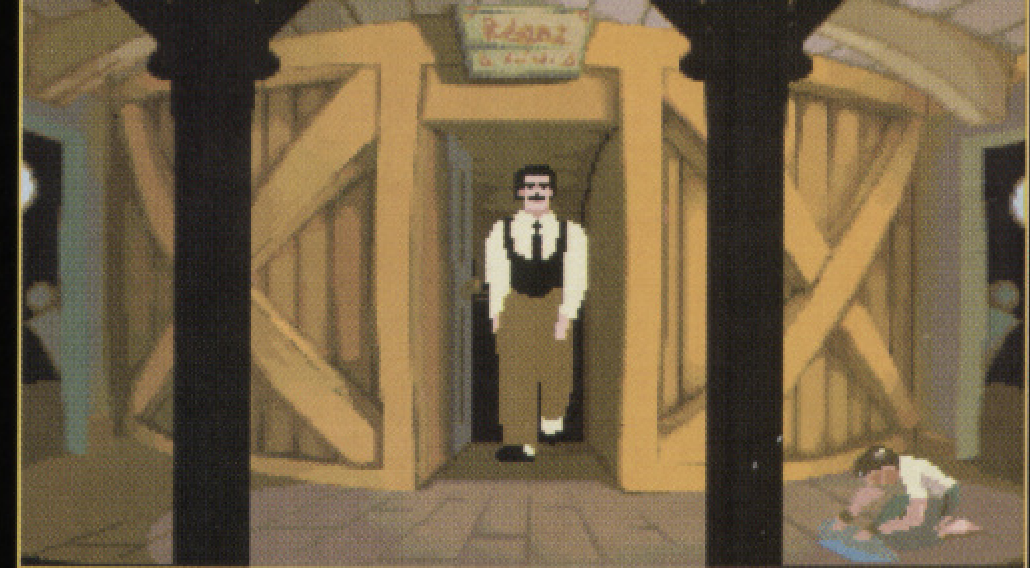
Go to the Vicar's cabin, take the watch from his wardrobe and examine it. Outside the cabin ask Julio about the watch. He will have a flashback, (A quick plug for another Delphine game?.). The time should be 1:20 pm.



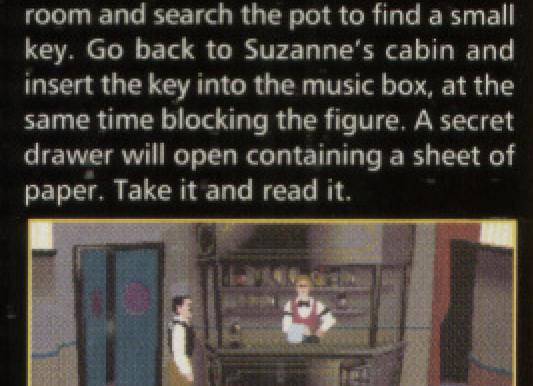
Go to see Hector in the study, then speak to Daphne and the Vicar. Go to the bar and ask Suzanne about Mercedes, then ask everyone else about Mercedes. Go to Daphne's cabin and ask her about everyone. Ask Suzanne about Rose and then ask Hector about everything. Go to the upper deck to find Rose's basket. Search the basket and read the paper clipping about guns. The time should be 2:00pm.

Ask Rose about the clipping, Tom's love of guns and about Mercedes (2:10pm). Go to Tom's cabin, open his wardrobe and search the sheets. You should find a letter. Read it (2:20pm).

Go to the upper deck to find Suzanne falling into the sea. Click on the left life-belt and press on 'fling' to save her. Observe the guard rail. Suzanne will tell you of her suspicions and give you a letter. She will then send you to her cabin which has been searched (3:10pm).



Observe the music box, open it and examine it (3:20pm). Go to the laundry room and search the pot to find a small key. Go back to Suzanne's cabin and insert the key into the music box, at the same time blocking the figure. A secret drawer will open containing a sheet of paper. Take it and read it.



Ask Rebecca about the gun advert and Rose's revenge, then go to Suzanne in the bar. You'll be called away to see Rebecca threaten Dick with a gun. Take Daphne's handbag and return it to her. Ask her about Agnes' will and she'll have a flashback. It is now 4:00pm.

Go to Rebecca's cabin and she'll tell you her suspicions. Go to Daphne's cabin, then to Rose's cabin (so you enter with her sitting on the left), then walk to the Vicar's cabin (on the right). The time is 4:10pm.

Talk to Dick about everything. Go to your cabin, take the note and read it (4:30pm). Go to Hector's cabin and hear his last words before he dies.

Go to the kitchen. Take the tin opener and then go down. Take the crowbar and use it on the case. Use the opener on the tin. Use the crowbar on the plank to find the missing reel of film. Go outside Hector's room and take the screwdriver (5:00pm).

Go to the smoking lounge and put the reel of film into the projector. Use the screwdriver on the screws to remove the hood. Press the button and put the hood on again. Now operate the projector (5:10pm).

Go to the rear hall where Daphne will give you a note (5:20pm).

Go to Suzanne's cabin where you will find her dead (5:30pm). Go to the Captain's cabin and take Karaboudjon's book (5:40pm). Go to the study and examine the books. Rearrange them to spell 'Incal', which causes a secret door to open (6:00pm). Enter the secret passage where you will be attacked.

Here the left mouse button makes you duck, the right button makes you punch, or alternatively you can throw the soap which you'll find in the toilets on the right. Search the Mafia men and take the doll (6:20pm).

Go to the smoking lounge and show the doll to Daphne for a flashback. All the characters will be seated in front of you. Point to Dick, then watch the end sequence.



SNIP TIPS

You really have excelled yourselves this month; what a treasure trove of many and various tips! I seem to be getting tons of Games Surgery requests for difficult Cannon Fodder level solutions, so keep those coming in too. All your tips to me, that's Mr Tips, at: THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

MORTAL COMBAT
Virgin

Phil Pass from Hednesford has some good news for all you blood-bathed warriors of the joystick, with this code which accesses a cheat options screen. Apparently, you just type: 'ABCDEFGHIJKLMNOPQRSTU' four times on the start/options screen. But wait... what's this? Keith Hamilton from Co. Down reckons that keying: 'DULLARDCHEATDULLARDCHEATDULLARDCHEATDULLARD' brings up the same screen. Crazy or what?

FRONTIER
Gametek

Keith Hamilton also offers this alternative starting strategy for you bold navigators of the universe. Start at Ross 154 and load-up with fuel. Now make your way to the Cemiess System (around sector -2,-2) and dock at any space port, checking the bulletin board for 'Goods Bought And Sold'. Among the illegal stuff you should find Precious Metals and Gem Stones that you get paid to take away, leaving a safe journey back to Ross 154 and big money. Now buy a ship with a larger hold and trundle back and forth amassing cashola! Watch out for police posing as phony dealers though; Ulrich's Exchange and Partick's Exchange are usually safe bets.

CYBERPUNKS
Core

Straight from the pen of Steve Smithell come these handy little level codes.
Mission 1 471174
Mission 2 159361
Mission 3 066990
Mission 4 135642

CANNON FODDER
Virgin

Bolton's Dean Jones is another war fan with his own way of dealing with little soldiers (namely blowing them to bits) but along the way he's discovered this interesting bundle of destruction. On mission eight, phase three of four (Deliverance) go to the bottom right corner and nip behind a small bush that you'll find there. Lo and behold! Fifty rocket launchers just dying to explore somebody's intestines.

MICROCOSM
Psygnosis

CD cheats are here again, the skies above are clear again, and ta very much to Mr Sean Watson for this naughty route to invincibility. At the first waystation, select the first level and start. At the first junction turn right and at the second junction go up. Press pause and then do the following combination on the joypad yellow, red, green, blue, up and then left. You should hear a strange sound, telling you to unpause the game and, whahay, you're invincible. Horah and horangle!

Scott McPhee has also just called me from North of the Border to say that if you press: green, blue, yellow, red, yellow, down, green, right, red, and up during the flying sequence after the intro sequence , you'll get tons of weapons and can jump to the end of the game.

TURRICAN 2
Renegade

Press HELP twice on the title screen and you'll enter a MUSIC MENU. Type 142 and then ESCAPE twice for infinite lives and 'power line' weapons. The only downer is that your score won't go up while in this cheat mode. So what?

LIBERATION CD32
Mindscape

Mr Adrian Collinson would like to invite you all to share an extremely handy tip for extracting free information from the people you meet in this stunning CD game. Basically, if you are asking for info about Toyogon and someone tells you it'll cost, go to the menu which gives you the option of beating them up but instead of threatening them, or coughing up the cash just tell them that you'll have to think about it, or go to the bank (or er, what ever the third option is) and they'll give you the gen every time without debiting your Credcard. Sounds damn good to me!

HIRED GUNS
Psygnosis

Very many my thanks am I extending to a very nice man from Hvindovre, Denmark (thanks to him, I am never having it so good) who is very much to be sending in some tips for the very good thank you game by Psygnosis. Just type in the following for to get the following effects. Hello.
APPLEGATE Opens all doors.
CHRISTINA Move to any area on the campaign map, and allows you to select the same team member more than once for a team.
AMIGA As above plus infinite ammo and invulnerability.

POPULOUS 2
Bullfrog

An oldie, I know, but worth a mention nonetheless. Peter Uratis has dog and boned with this rather handy code which lights up all six of your boxes. Just type it in when you come to create your character. And the code is: ADKITDMEVQDPXWTM

CHARLIE CHIMP
Shareware

Thanks to Paul Ward from Middlesbrough for a huge sheet of tips which included this batch for a certain monkey bash...

Press the left mouse button on the title screen to start the game with the cheat mode on. Now press: HELP to skip levels, B for a bonus level, E for extra lives, I for a baseball hat, 2 for a hockey stick and 3 for a tennis racket.

FRONTIER
Gametek

Phillip Rhodes from Chelmsford has been mucking around with his galactic map and found that if you select a system about 650 light years away ('bout 83 sectors) you get an 'In range' fuel reading. Apparently, any jump between about 625 and 660 light years works in this way, but only if you're jumping down the map. Jumps up work at a higher distance.

ZOOL 2
Gremlin

Zool 2 owners can now jump levels at the touch of a button (Return to be exact) thanks to D T Bates from Irchester. Type in BUMBLEBEE on the title screen, and levels skips are yours for the taking.

ACTION REPLAYS

Guilford's Peter Cheyne wants to know if I like his *Action Replay* codes. Yes, I do. There, now that that's over, let's get down to business shall we?

Bubble Bobble	Lives	MCOFFE
Chase HQ 2 —	Turbos	M335B3
Ghosts 'n' Goblins	Lives	MC18842
Gods —	Lives	MO255
James Pond —	Lives	M1B1
Lemmings —	Climbers	M9DC2
	Floaters	M9DCA
	Bombers	M9DBE
	Stoppers	M9DC6
	Builders	M9DC4
	Bashers	M9DC8
	Miners	M9DCC
	Diggers	M9DCO
	Time	M9E5A
	Percent	M9E5B
Operation Wolf	Weapons	M36F57
Mercs -	Credits	M87C9
Narc	Lives	M13967
Pang —	Lives	MDFD5
Rainbow Island	Lives	ME337
Rick Dangerous	Lives	M44972
Rick Dangerous 2	Lives	M178AE
Rodland —	Lives	M20C6D
Simpson —	Lives	M6021
Toki —	Lives	M23CD9
Xenon	Lives	M12530
Xenon 2	Lives	MOCB

GAMES SURGERY

You know it's true. Everything I do. I do it for you. Whoah. Yeah. Baby. Anyway, where were we? Oh yes — Matt The Medic and his amazing troop of goblins once again brave the elements to answer your questions. Got one? Great — send it to: Matt The Medic, Games Surgery, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU.

DONKEY AWARD

This month's Donkey Award goes to Michael Le-Sueur from Northampton who writes; "Dear Games Surgery. I want to know how to get the rope from the swamp. I have got the other rope." Next time might I suggest you let me know what game it is you're talking about. Next please...

Dear Matt,
I have recently bought *Loom*, and was getting on very well until I got well and truly stuck. I've managed to change the colour of the sheep and have been picked up by a dragon and taken to the cave. I've looked into the crystal ball and seen the fire, but can't start one in the cave even though I've got the music for fire. Help!

B Williams
Bala.

Tsh! You're obviously not one of those people who try magic out on everything just for the hell of it, or you would have realised that the solution lies not in direct magic, but in clever use of the dragon's breath. If you remember a long way back to the beginning of the game, you'll recall a tune that turned straw to gold. If you play the spell backwards, it will turn the gold into straw, thus creating a bit of a fire hazard — especially for snoring dragons. Play on...

Dear Matt The Medic,
In *The Legend of Kyrandia* how do you put the silver rose on the altar in the forest for the amulet? It just keeps telling me that 'This place used to glow with magic' and 'it must be broken'. I've been all around the screens from the temple to the cliff top to the broken bridge and have healed the tree with the tear drop and given the saw to the bridge keeper. What do I do?

Christopher Perriman
Tyne and Wear

To get the altar to work, you need to replace the missing 'marble' in the top. When you go towards the tree (the one healed with the tear drop) you should come across a small boy (I can't remember his name right now) who asks you to chase him. If you follow him long enough to get into the forest, you can make him jump, and he'll drop the marble. Take this to the alter and drag it over the third 'hole' for altar fun like never before.

Dear Matt,
Is there a cheat for *Arkanoid 2*?

Greig Brown
Scotland.

Yulp! Short but sweet — yes there is. Press Capslock and type in DALEY88 for infinite lives, or type in PETERJOHNSONWANTSCHEAT on the title screen to skip levels using the S key.

Dear The One,
In the March issue you gave us the second half of the *Simon The Sorceror* solution. On the first paragraph (Wood Cut Woes) it says to take the rock with the fossil in it. Could you please tell me where to find it [da rock] as I've looked all over the screen shown on the page to no avail.

Chris McGuicken.
Lisburn.

The rock doesn't actually appear on the screen shown in our solution (that pic was showing where to use the metal detector) but if you move on a couple of screens, you'll find the rock sitting quietly on the floor. Take this to the blacksmith and, sham-ra'ka, you have a fossil.

Dear Matt,
Call me an old saddie, but I've only just bought myself a copy of *Alien Breed '92* and am getting a bit cheesed due to me poor playing ability. Please can you give me some cheats for extra energy.

Paul Cleps
Manchester.

I believe that help can be found by typing in 'I WANT FISH' which should allow you to walk through walls and the function keys to do a number of silly things. By pressing F7 you can jump levels, while F3 gives you extra keys. You can also change weapons by using the ALT and AMIGA keys together as well.

SHOW-OFF'S SHELF

Thanks for the encouraging responses to the last few Show-Off's Shelves. I can't live, if living is without you. I cant live. I can't live anymore.

MEDICATION REQUIRED

- Dermot Pearson of Co. Wicklow can't get past the force field in *Darkseed*. He also wants to know how to get into the door in the wall of skulls.
- PC Foster from Seaford wants to know what to do next in *Police Quest 1*. He's been promoted to the narcotics division and has caught the drug dealers. He's also managed to get a kiss out of Sweet Cheeks, but doesn't know what to say next. But who would?
- A mysterious chap named 'John' wants to know why he keeps getting killed at 6:30am each morning in *KGB*. He thinks it's something to do with his voice activated tape recorder, but doesn't really know what he's supposed to be doing.
- Dubliner James Floyd needs help in the under sea cave section of *Curse of the Enchantia*. He can't trip up the mud monsters, and though he's found a plank with a rock and a magnet under it, he can't do anything with them.
- Nige G. from sunny Wrexham wants to know if anyone has level codes for *Bubba 'n' Stix*.

FREE PRESCRIPTIONS

- Special nurse Kev Cook has the answer to Andrew Brice's prayers with a solution to level 19 of *Cannon Fodder*. From the start, put a man on top of the three white pads (to left and bottom left). The chopper on the roof of the building will now land near the shadows at the bottom right on the screen. You can now board this chopper and, using its rather handy weaponry, destroy all the enemy buildings and men.
- Doctor Simon Eaton from Sugar Hill, Cow Ark, Blackburn (such a silly address I had to print it — sorry Simon, I couldn't resist it!) earns himself a free chunk of software for helping out Stuart Thompson who was after a cheat for *Diggers*. Start the game and choose your character as normal, but when it comes to selecting the zone, first click over 'Fujale' with the red button, then 'Chonskee' and 'Deena'. You'll now hear a 'ping!' meaning that you can select whatever zone you want. Hi ho, hi ho!
- W Menzies from Bradford has written in to help Victoria Dutton from the March Surgery with *Dungeon Quest*. You need 'Dragonsnip' which can be found in the throne room..."Examine throne" should do the trick.

THE SURGERY IS NOW CLOSED

And now, the end is near, and so I face, the final surgeon. Yep, I'm off, but keep the old queries coming to: Matt The Medic, Games Surgery, *THE ONE*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I can't answer your queries personally and I'll only have to keep thinking of 'amusing' things to write at the end of this box-out.
Qual es su nombre?



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DEMOS

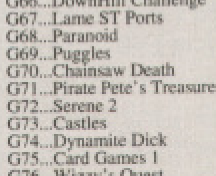
D1....Mental Hangover
D2....Intercepter Demo
D4....Wild Copper
D10....17Bit Music Demos
D11....World Demos 21
D13....Total Remix Demo
D14/15....Predators(2)
D20/21....Red Sector(2)
D24/25....New Tek Reel3(2)
D26....Total Remix 2 Demo
D27....T.V. Theme
D30....Epic Demo
D34....P.D. Collection
D36....Virtual Worlds
D37....Vectra Sinking Demo
D38....TFF Demo Voyage
D40....Safy Demo
D59....Video Effects 3D
D64....Cult Vector Dance 2
D68....Phenomena Demo
D70....Amos 3D Demo
D71....A Trip To Mars
D76....A2000 GenlockDemo
D81/82....Budbrain 1 (2)
D83....Budbrain 2
D85....Crionics Neverwhere
D87....pirhana demo
D101....Alcatraz M/Demo 3
D102....A Chaplin Demo
D103....Total Destruction
D105....Mr B Demo Comp 4
D106....Walter S.T. Demos
D111....Defcon 1
D117....Aurora M/Demo
D118....Cult M/Demo 2
D125....Precise Demo
D133....Fasination
D136....Goldfire Megademo
D137/138....So What (2)
D139....Devils"No Reality"
D144....The Silents "Ice"
D145....Crystal Symphonies
D148....Ray Of Hope 2
D149....No Brain No Pain
D158/159.Cyborg Demo(2)
D195....Coaxial Comp
D197....MC Disk 1 Coma
D199....End Of Century 1999
D206....Dreamers 3
D208....Avengers M/Demo
D216/217..Bass o Matic (2)
D218....Disorder Demo
D219....Tuff Enuff
D225....Cool Fridge Demo
D226....Hardcrack M/Demo
D233....Hypnautic Hammer
D235....Six Of One Demo
D238....Planetside
D239....Lemmings Revenge
D240....Total Respray
D243....Budrain 3
D244....Phenomena Inerspace
D245....Total Retrial
D247....Pulling The Trigger
D253....Ces Demos
D256....Total Recount
D257....Total Rebate
D262....Spasmolytic
D264....D-Mob M/Demo
D267....Sun Connection 2
D270....Kefrons The Wall
D271....Timex Hydra
D272....Electric Demos 1
D274....Defpackers Demo
D276....Cave La Weird
D279....Iraqui Demo
D280/281..Delerious (2)
D307....L.S.D. Demo
D312....Devils Colours
D314....Trakmo
D315....The Groove Ramjam
D325/326..Real Empathy(2)
D328/329..Red Dwarf (2)
D330....Darkness M/Demo
D332....Melted Experience
D333-337..Odyssey (5)
D340....Watchman Demo
D341....Anarchy Smoker Co
D342....Ed 209 The Revenge
D343/344..Hardwired (2)
D346....Wildfire M/Demo
D347....Mindwarp M/Demo
D348/349..Skizzo Demo(2)
D350-352..Treacle Team(3)
D358....Mr Men Stories
D359....Seeing Is Believing
D360....State Of The Art
D361....Mayday Resistance
D362/363..Jesus On E's (2)
D364....Fish Tank
D365....Optimum Pressure
D366....Mind Riot
D367....In The Can Demo
D368....Dynamic Illusions
D369....Piece Of Mind
D370....3D Demo 2
D371....Lethal Exit
D376....World of Commodore
D377....Claustraphobia
D380....Hoover Demo
D381....The Trip
D382/3....Project Techno (2)
D384....Interspace
D386....Mindwarp (AGA)
D387....Panta Rhei (AGA)
D388....Hysteria
D393-5....Grapevine 15 (3)
D396-8....Grapevine 16 (3)
D399-401..Grapevine 17 (3)
D402....In The Kitchen

UTILITIES

U1....Games Music Creator
U21....The Comms Disk
U32....Modem Utils
U34....Red Devils Utils 1
U35....Soundtracker Special
U38....Paint,Music,Media
U39....Card Designer
U41....Red Devils Utils 4
U43....Future Composer
U44....Kefrons Makeboot
U45....P.E Giant Utils 168
U47....Label Designer
U49....Ultimate Icon Disk
U50....Power Comp Utils
U51....Jazz Bench
U55....Visicalc
U57....Quickbench
U59....Font Designer
U60....D-Paint Fonts 1
U61....D-Paint Fonts 2
U62....Med 3.20
U63....Direct Anim Creator
U64....Crossword Designer
U66....CLI Help + Others
U67....S/Tracker Mega
U68....Ultimate Boots 1
U69....Ultimate Boots 2
U73....Powerlogo
U74....M-Cad
U75....Journal Home Acc's
U76....Home Utilities
U77....Electrocad
U78....Ami Base
U81....Bootbench V2.0
U82....Slideshow Maker
U83....Catalog Workshop 1
U84....Catalog Workshop 2
U87....Hard Disk Utils
U89-94....Amateur Radio (6)
U95....C-Light + Others
U96....GFX Utils 1
U100....Ham Lab
U101....Sid V2.0
U108....A-Gene
U113....Midi Utilities
U118/119....Video Utils (2)
U132....GFX Utils 2
U133/134....North C (2)
U136....CrossDoss (demo)
U138....Squid Squad Utils
U139....Terminalities V1.0
U140....Squash 1 (2.04 only)
U141....Squash 2 (2.04 only)
U142....Text Plus 3
U144....Dennis Samples 1
U145....Digital Intro Design
U146....Viz Clip Art
U147....Spectrum Emulator
U151....Slipstream V/Killers
U152....Red Devils Utils 6
U154....Amigafox W/P
U155....P.D Utils Docs Disk
U163....Quickbench + (2.04)
U164....Rim Database
U166....Dennis's Hack Disk
U167....Demolisher Utils
U168....Home Business 3
U172....Squelch (1.3 only)
U176....GFX Utils 3
U177....Star Charts
U179-180....Dice (2)
U181....Celtic Demo Maker
U186-206....Track Ins 10-30
U207....Icon Collection 1
U208....Dave Jones Fonts 1
U211....Chemesthetics
U212....Animated Pointers
U213....Desk Top Publisher
U215....Messy Sid 2
U216....Master V/Killer 2.2
U218....Data Base Wizard
U223....Ten Pin Data Base
U224....Q-Base Data Base
U226....Games Solutions 1
U231....D-Paint Fonts 3
U235....Ami Cash V1
U238....Iconmania
U240....Icon Editor
U252....Opticomms 2.0
U254....New Superkillers 2
U255....Protracker v2.0
U256....Atari ST Emulator
U258....D-Copy 3
U262....PC Emulator
U273....Vidi Fonts 1
U274....Illinoi Labels
U275....600 Business letters
U279....Invoice Printer
U283....Headline Fonts
U289....Amos Updater
U290....Kickstart 2.0
U293....Black Tiger Utils 2
U294....Text Engine V4.0
U296....Ultimate Disk Crea
U297....10 PD Copiers
U298....Protracker V3.0
U299....Address Print V3.1
U303....Game Tamer
U308....Music Base V1
U309....PP Minicrunch
U311....Vmorph V2.30
U313....Pro Astrology
U314....Pools Wizard Jr
U319....Lister V2.1
U320....Garden Designer
U327....Bezier Surf
U329....Music Engine V3.4
U330....Starview
U331....X-Beat Pro
U332....Superview V2.4

GAMES

G1....Return To Earth
G2....Games comp 5
G3....Dizzy Lizzy
G4....Scum Haters
G5....Parachute Joust
G6....Frantic Freddie
G8....Twintris
G9....Psuedo Cop
G10....Drip
G11....Bug Bash
G12....Asteroids
G13....LLamatron
G14....Escape From Jovi
G15....Moria Adventure
G16....Ground Attack
G17....Megaball
G18....Insiders Club
G19....Various Adventures
G20....Battleforce
G22....Dragon Cave
G24....Rings Of Zon
G25....Mayhem
G26....Mechflight
G27....The Tennis Game
G28....Flaschbier
G29....Buck Rogers
G30....Greyslayer
G31....7-Tiles
G32....Mega Comp 1
G33-34....Star Trek 1 (2)
G35-37....Star Trek 2 (3)
G38-39....Mechforce (2)
G40....Klondyke
G42....Car
G43....Games Comp 2
G44....S.E.U.C.K. Games
G45....Sacc Games Comp
G46....Games Comp 3
G48....Rays Game Disk
G49....Games Comp 4
G50....Games Comp 6
G51-52....Trucking (2)
G53....Jetpac
G55....Quick And Silva
G56....Miniblast
G57....Lamer Game
G58....Games comp 7
G59....Games comp 8
G60....Pom Pom Gunner
G61....Caverunner
G62....Crystal Caverns
G63....Intact
G64....Eternal Rome
G65....Lemmingoids
G66....DownHill Challenge
G67....Lame ST Ports
G68....Paranoid
G69....Puggles
G70....Chainsaw Death
G71....Pirate Pete's Treasure
G72....Serene 2
G73....Castles
G74....Dynamite Dick
G75....Card Games 1
G76....Wizzy's Quest
G77....Growth
G78....Skate
G79....Atic Atac
G80....Napoleonic Sim
G81....Project 1
G82....Lazer Zone
G83....Lemmings Pack
G84....Star Trek S.E.U.P
G85....Lettrix
G87....Matched Pairs
G89....Snake Pit
G90....Zeus
G92....Blizzard
G93....The Maze Game
G94....Subculture
G95....Hollywood Trivia
G97....Shootout
G99....Holy Grail Adventure
G100....Amos Coindrop
G101....Classic Comp 1
G102....Card Games 2
G103....Super Skoda Chall
G104....Grand Prix Sim
G106....Computer Conflict 2
G107....Mission X Raid 2
G108....NU Game
G110....Tricky + The Turn
G111....Marble Slide
G112....Games Comp 10
G113....Black Lab Lab
G114....Dungeon Of Madroj
G115....Amiga Columns
G116....Robocop In Iraq
G117....Mutant Camels
G120-122....Warlock (3)
G124....Bart Simpson
G126....Air Ace 2
G127....Breakout Con Kit
G128....Pipeline
G129....Dungeon Of Doridian
G132....Peters Quest
G133....Star Trek 3
G134....Piperider
G139....Door To Door
G143....Solid Quad
G144....Omega Race
G145....Mission X Raid 3
G146....Trek 73
G147....Wack In Wonderland
G148....Squats Revenge
G149....Sky Fight
G150....Wet Beaver
G151....Airmania
G152....Wizard World
G154....Totally Frantic Quiz
G155....Chess V2.0
G156....Smash Tiddly
G159....Billy The Dragon
G160....I-Ching
G161....E-Type
G162....TomCat
G163....Sea Lance
G164....Dizzy Diamonds
G165....No Mans Land
G166....Word Square Solver
G167....Cross Fire
G168....Wastelands
G170....Space Blitz
G171....Crazy Sue
G172....Make A Break
G173....Squamble
G174....F-1 Challenge
G175....Othello
G178....Evil Dead Game
G179....Trainset
G180-181....P Comps 1+2
G182....Diplomacy
G183....Tractor Beam
G184....Motor Duel
G185....Game Boy Tetris 2
G186....Water Works
G187....Act Of War
G188....Mutants Games
G189-193....Timelords 1-5
G194....Nirvana
G195-196....Neighbours (2)
G197....Ameoba Invaders
G198....Game Boy Tetris 1
G199....Tetren
G200....Battlecars 2
G201....Dr Mario
G204....Ashido
G205....Cheats Disk 2
G206....Cheats Disk 3
G208....Airport
G209....F.R.A.C.
G210....The Golden Fleece
G211....Legend of Lothian
G212-214....Timelords 6-8
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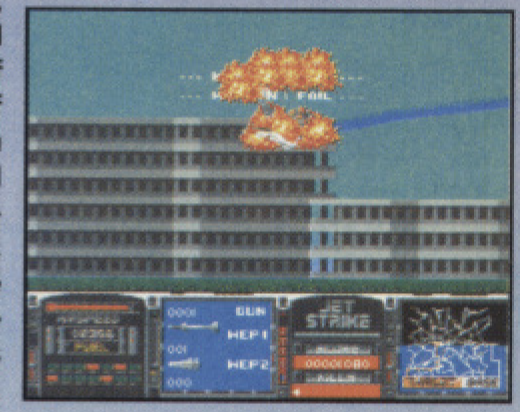
Picture the scene: you're flying high above an exotic location, like maybe Florida, or St. Tropez, (Bloody Margate more like — Simon.) the wind is whistling excit-ngly past the cockpit, which inciden-ally is full of the most amazing dials and things, with LED's and stuff winking away with that special lumi-nosity, there's a red-hot girlie/blokie* by your side, and while your right hand firmly grips the joystick, your eft is caressing the bright red balls on top of the throttle-lever. Ahead, n a sky that's too blue for words, and through clouds fluffier and marsh-mallowier than the insides of 13 tog duvet, you see the lights of he airport ahead. Sensibly, you heck your wing-mirrors, signal and ease forward on the stick. The Rolls-Royce engines scream and squeal, because they quite like being in the ir and don't want to land, but the heer force of your willpower pulls hem in to retro-thrust. You are tops. You are the king of the air. That air stewardess quite fancies you as well by the looks of it.

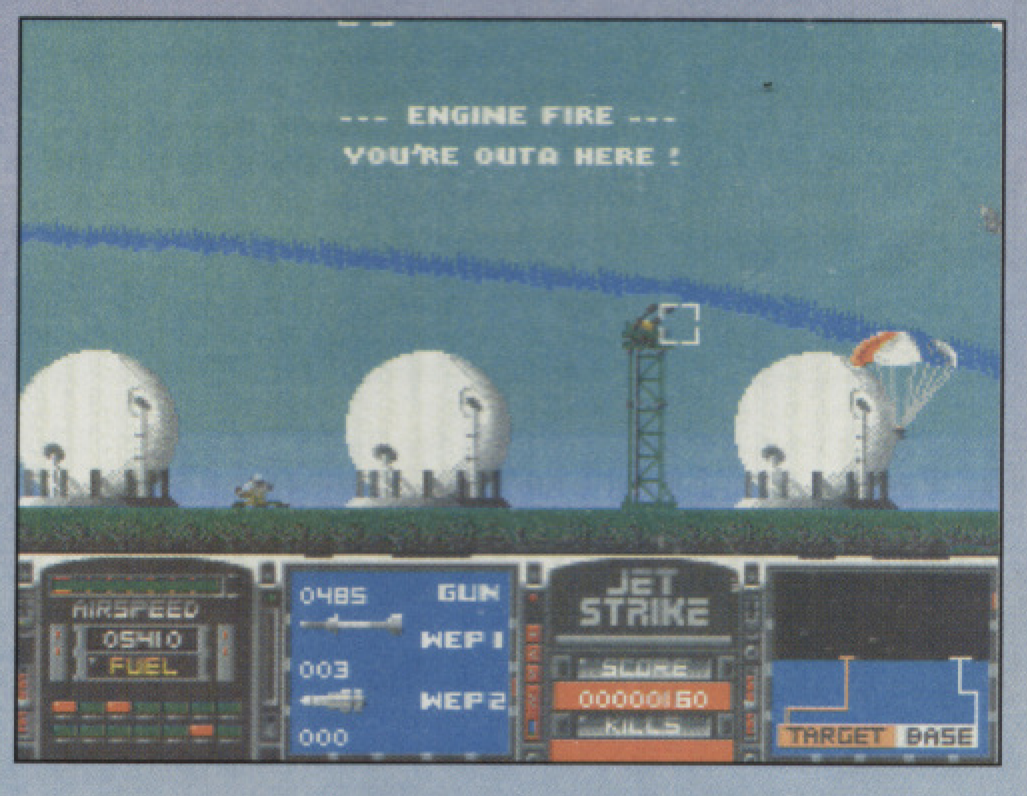
Jet Strike, sadly, is nothing at all like that. But it is an excellent game, or so Matt tells me, and anyway the fun, fun, fun boys at Rasputin are giving two lucky readers the chance to be a pilot, and sort of take to the er... skies in a real flight simulator! Yes, we're going to pull ten names out of *The One*'s special competition balaclava and each winner will be sent on an all-expenses paid trip to sunny London in June, courtesy of Rasputin! There, they will be given the chance to show their skills at *Jet Strike* in a knock-out competition. The winner and runner-up from the knockout, along with a friend each, will be taken up to Derby, tactically positioned in a real flight simulator, and taken for the ride of their lives!

At the very least, you stand to win one of ten copies of *Jet Strike* AGA or CD32 for you to play at home, or at school. Or in your friend's house. See, there's just so many possibili-ties, you just can't lose†! All you have to do is answer the following questions, either on the back of a postcard or a stuck-down envelope, and send it in to: *Oh, For The Wings, For The Wings Of A Dove,* **The One**, *30-32 Farringdon Lane, London EC1R 3AU to arrive here by May 28th.*

**Delete as appropriate*

† Actually, the odds are rather against you winning anything. You definitely lose if you don't enter at all, so get cracking!







1: Which girlie co-starred with Tommy Cruise in the top-tip-top Hollywood smash hit film Top Gun?
2: Name another Tom Cruise film. But not Days of Thunder.
3: Complete the following Boney-M lyric from the mid-70s: "Ra, ra, R_____n, lover of the Russian queen..."

KICK OFF!

THE SENSIBLE WORLD OF SOCCER (PART 3)

New signing Andy Nuttall cornered the Boys from Sensi because they wouldn't tell Simon anything. After a few beers The One's star reporter is about as effective a paper hat in a typhoon. It's sad really.

"So give us the low down, then," we said. Silence. Chris Chapman and John Hare exchange embarrassed looks.

"Come on," we said, "something must have happened. How is the *Sensible World of Soccer* coming along, chaps?"

More silence of the genus *drawn-out nervosa*.

"I have an interesting story which will make you realise why I was late this morning." Jon Hare looks at us through glazed eyes, after an entire day spent boozing and playing Sensi. "My kids decided to make breakfast themselves today," he continues desperately. "The eldest is six, and the youngest, four. They 'made' me Rice Krispies, but because I was late getting up they put them in a bag — an orange bag with holes in it — there were all these Rice Krispies all over the place, all down the stairs. So, the kids got told off for the first time today, at about 6-o'clock!" Fascinating. Hold the front page, chaps.

Boring, monotonous, tedious. These words could be used to describe Sensible's last month because they, by their own admission, "haven't done very much, really." However, this is the story of *Sensible World of Soccer*, Sensible's *coup de grâce*, and so we must expect there to be dull bits.

But come on, surely something must have happened?

"Well, we have changed how the system saves data." Chris Chapman, Sensible programmer, also looks rather, ah, lubricated. "So that for the console version it's easier to save it in the RAM bit of the cartridge. That means we've changed the Amiga version as well. That's one of the true problems of writing a computer game, that is."

So, that's taken a whole month, has it? "It's taken quite a while, yes." jokes Chris. "Yeah. Probably, ooh, a good day, at least. Maybe even two," Jon chips in helpfully.

"Then there was that week in the Bahamas. And recovering for a couple of weeks."

Little do they know, but we (that's me and Simon) actually know the truth: the Sensible team has been in training for the Sensible Fancy Tournament (© The One 1994), but they don't want to admit that. Of course they don't — after all, they wrote the game; so they shouldn't really need that much practice... should they?

Last month we discovered that *Sensible World of Soccer* wasn't going to make it in time for the World Cup (real-life), and so the Sensible boys were concentrating instead on a special version of *Sensible Soccer*, especially tailored for World Cup-style tournaments. With referees, and everything. Now, The One can exclusively reveal that this titanic program is to be called: Sensible Soccer v1.2 – International Edition. Phew...

So what have the boys be up to this month, then. Seriously. "We've managed to get every team that's eligible for the World Cup in there now," offers Chris, momentarily inspired. "We got Mike in to do them." (Mike is the bloke who did the *World of Soccer* data, fact-fans.) There is a slight pause, and then Jon points his finger at Chris and says "Hang on. I typed all those effing names in! Mike supplied them, but I typed them all in one evening."

"Yeah, but Mike's the main man," counters Chris. Chastened, Jon bottles-up his reply.

Right, back to the point. Last month the boys said that they might take the straight goal-thing out (the "art" of moving from a kick-off, straight up, or down the pitch, and hoofing the ball straight just inside the post — a move which we at *The One* know as "The Byron" because it's the only way Simon can score) Has that happened, then?



I can see a trend beginning here. What are the odds, do you think, that every grab you see of *Sensible World of Soccer* ever will have a referee on it? The problem is, you see, that he and the physio are the only differences to the actual match graphics. Any excuse is good enough for us, mind.

"Yes, we're probably going to sort that out," Chris answers. "It's simple to do, because the goalie works by watching the attacker who's on the ball. As soon as he releases it, he looks where the ball is going to go, and decides where he's going to dive."

"The main things about a goalie," Jon reckons, "are that a: he's got to look realistic, and b: he must have fallibilities. If you change the latter too much he'll just look like he's flying across the goal, and that would be totally unrealistic."

"Also, there are other goals you can't defend against," says Chris. "Like the one where the attacker stands on one wing, and lobs the ball into the goal on a diagonal (a move known as the 'Nuttall' to the *cognoscente* at the *The One*). If we took the straight one out, the lob would become the new crappy goal — you could go on forever."

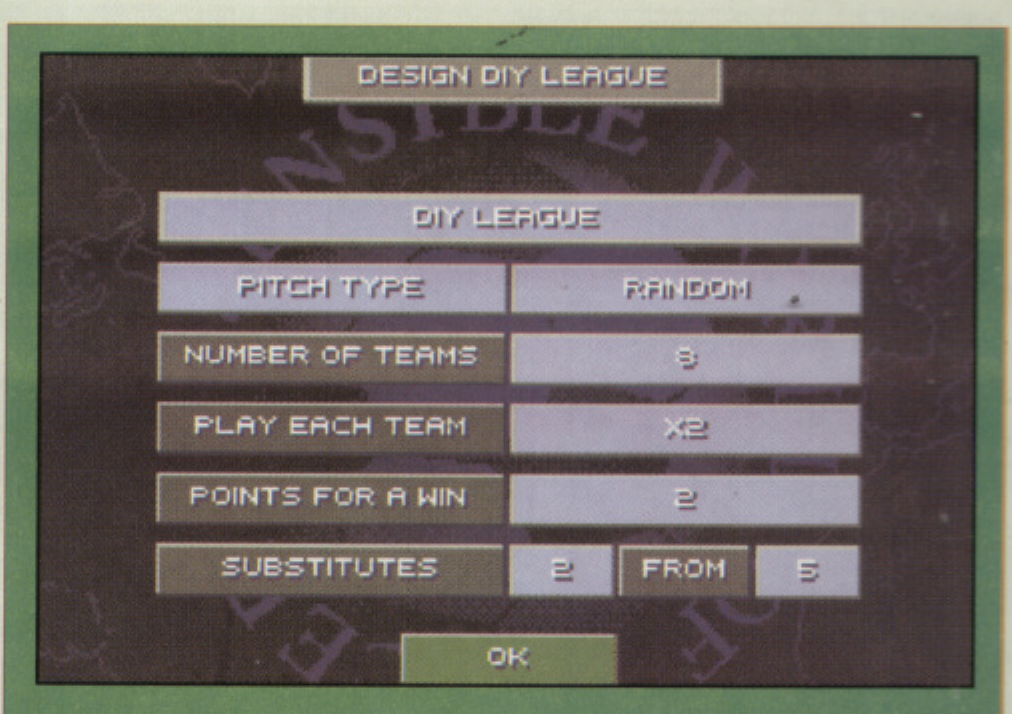
By this time Jon, has sat back and opened the April issue of *The One*. With a surprised cry of "What?", or something like that, he leans forward, and stabs a finger at a news page. "You see this?" he says, pointing at the piece entitled '12 Virgins Tied Up'. "Is this true?"

It appears that our story, which states that *Cannon Fodder* is to be released on the Hit Squad budget label soon, was as much news to Sensible as it was to me and you. We answer to the affirmative. "I'm really quite disgusted," continues Jon, "because it shouldn't be on budget for at least a year." Off he slopes to have a disgruntled mumble on his own.

So, just as we were considering that this month's World of Soccer work in progress was at a dead end, Jon remembers a new thing that they've done. Hurrah! It's all to do with post deflections which, apparently, were too predictable. "We've put some excellent post deflections in, so that when the ball hits the post it comes out at an unpredictable angle. It was a nightmare to do, but it works really well." It doesn't look like this feature will make it onto the International Edition, though, because each new feature requires extensive testing.

"We like to put this sort of thing in at the beginning of a project," says Jon, "and then it gets tested automatically, because people are actually playing the game. It's not usually worth adding features which have been developed later on, no matter how good they are, in case there are any side effects. Like the heading in Sensi Soccer — that was put in at the very, very last minute.

Ah, that makes sense. How many times have you played *Sensi Soccer*, and never quite realised that the computer never heads the ball?



Grudgingly, Chris 'Chappers' Chapman has knocked together some screenshots for us, partly to display the developments of their excellent-looking new game, but mainly to stop this feature looking dull and bland. Thanks, mate. Anyway, these shots (they're great, aren't they?) are intended to convey a match as played by a typical *Sensible World of Soccer* player. This is the league creator, which enables you to string together a number of human or computer opponents — just like in *Sensi Soccer*, but much more flexible, as it were.

That's the reason — Sensible didn't have time to test the computer heading routine, so they didn't put it in. "We haven't had time this time, either," Jon continues, "but with *World of Soccer* we'll be able to do it. It's like the goalie in the original game. He used to punch the ball out of the goal; but in v1.1 we gave him the option of punching it, or picking it up. It's little things like that which make *Sensi Soccer* great. They don't make gameplayers go "Wow!" because they're too close to real-life, but they do add to the overall feel of the game."

"There's loads more extras we're considering, as well," adds Chris. "Like standing headers to complement the diving header; and an attack tackle, to get the ball off a player, without lunging into the tackle with both feet.

Just as we're about to leave, Jon tells us that they're considering branching out into other forms of media. "We're going to produce a *Sensible Soccer* book, using the data from *SWOS*. Mike tells us that there will be more team data in *SWOS* than there is in anything else. So, we'll produce this book with all the world's soccer details in it, along with tips on how to play *Sensible Soccer*, and lots of other things as well. It's a sort of cross-over, so that it won't only appeal to computer users, but football fans as well.

CHANGE TEAMS FOR DIY LEAGUE - ARGENTINA

COMPUTER · PLAYER · MANAGER

ARGENTINA	GYMNASIA Y TIRO	RACING
ARGENTINOS JUNIO	HURACAN	RACING CORDOBA
BELGRANO	INDEPENDIENTE	RIVER PLATE
BOCA JUNIORS	INSTITUTO CORDOB	ROSARIO CENTRAL
DEPORTIVO ESPANO	ITUZAINGO	SAN LORENZO DE A
DEPORTIVO MANDIY	LANUS	SAN MARTIN TUCUM
DEPORTIVO MORON	NEWELL'S OLD BOY	TALLERES CORDOBA
ESTUDIANTES	NUEVA CHICAGO	UNION SANTA FE
FERROCARRIL OEST	PLATENSE	VELEZ SARSFIELD
GIMNASIA Y ESGRI	QUILMES	VILLA DALMINE

VIEW SELECTED TEAMS · EXIT · PLAY LEAGUE

Here, Chappers has selected not only South America, but also Argentina. Still, who's to argue with him, eh? Right, here are some Argentinian teams, and as you can see the red ones are computer controlled, the blue ones are human controlled — just like in "ordinary" Sensi — while the cyan ones are the teams you're managing. (Hang on, are there really teams in Argentina called Deportivo Moron and Newell's Old Boy? Are there, Chappers? Eh? Eh? Or have you just made them up? — Simon)

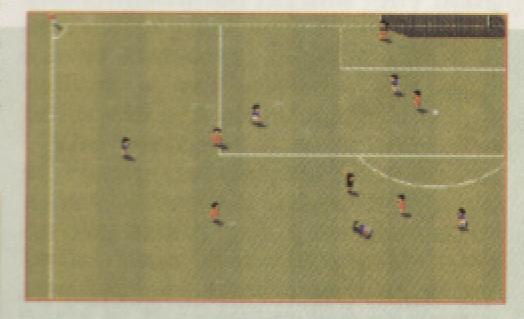
VELEZ SARSFIELD 0-3 INDEPENDIENTE

The league screen's typically similar to the Sensi league screen, with a list of teams playing, along with their results. (By the way, Chris so called 'Chappers' Chapman, if you're reading this — and by god you'd better be — you'd better supply better grabs next month, or you're transferred outta here, right?) It looks like the team being "managed" is particularly sad — could you do better?

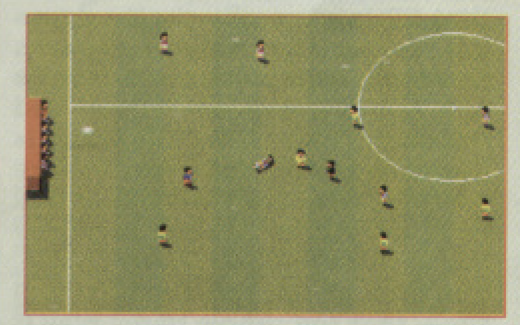
"We want to become a bit more involved in mainstream things. Like with the *Cannon Fodder* single, we want to try to appeal to a broader range of people. We've got a very strong name in the computer game field, but our name means bugger all to those outside it."

Trying to get a word in edgeways, I ask Jon where he sees *Sensi Soccer* going in the future? "I can't see us doing endless versions." he replies. "We could go out on a high, or we could do a Frank Bruno and keep staging a comeback. If you like, we've already won the World title with Sensi Soccer; so with the last one we really need to finish on top. Having said that, I think that Frank's got every right to go for the World-championship again..."

Until next time...

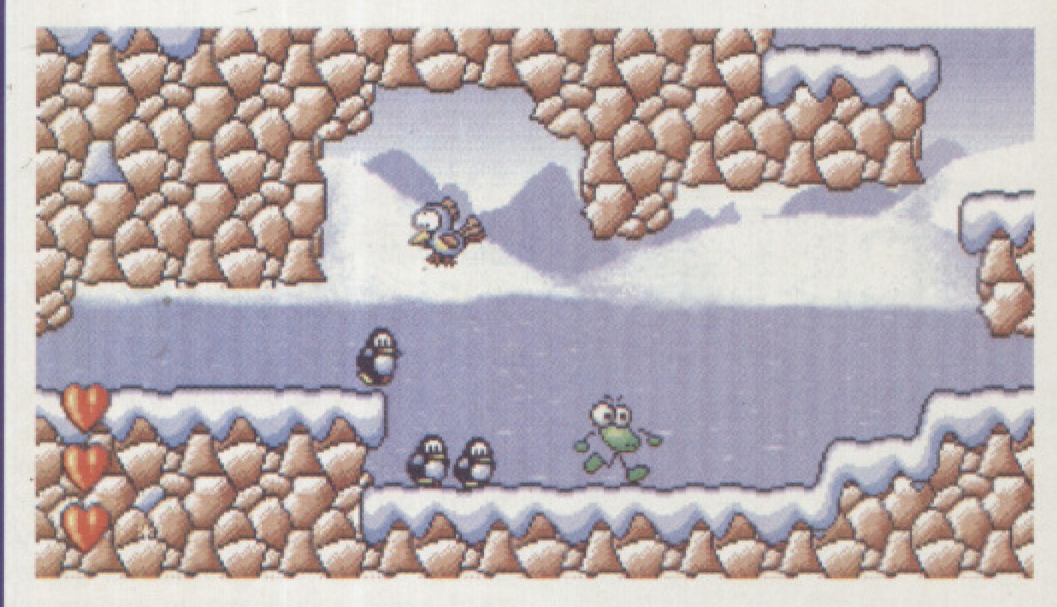


The Liverpool defender has gained the honour of being the first player sent off in *Sensible World of Soccer* (so it was presumably Julian Dicks, or Neil Ruddock. Great players, one and all). The ref only legs it onto the screen when he's booking somebody or awarding a free kick, otherwise he hangs around in the wings.



And here's another one: but this time it's Norwich City (Jon Hare's favourite team), and blow me if it isn't only a caution. They are all such talented artists the Canaries, never dirty. No not ever. (© *The One* Pointless Comments).

Sometimes it's hard to be a woman. Giving all your love to just one man. Fortunately, there's tons of PD this month, so Matt Broughton shouldn't have quite as many problems bringing you the latest and the greatest of what's on offer.





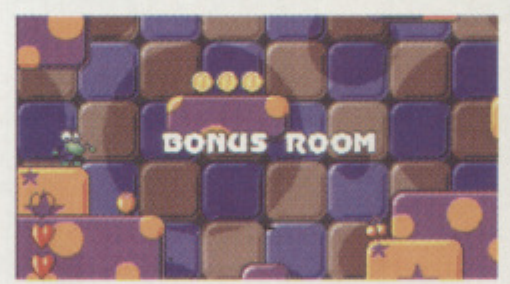


SMIDGE Choice Software,
Disk G257

We quite often get contacted by our mates in publishing companies asking if we've seen anything interesting in development, but to be quite honest, if they had a quick shuffle through the odd bit of PD, I think they'd be surprised by the quality found there.

***Smidge* is an astonishing piece of PD, and I say that well aware that PD is generally pretty damn impressive these days anyway. *Smidge* is a combination of *Mario* and *James Pond* (in both *JP* and *Robocod*) and at its simplest, is the same old platform game we're used to, with fruit to collect and little creatures asking for their heads to be jumped on. Of course, one look at the screen shots will show that the simple game play is accompanied by some of the most gorgeous cutesie graphics I've ever seen in PD stuff before**

The sound is lovely with little pings and 'oh no's as you run and leap across each level and Smidge is animated extremely well, with eyes rolling and feet pedalling. The enemies are similarly well animated and have character and charm of their own. Oh yes, and they're lovely.

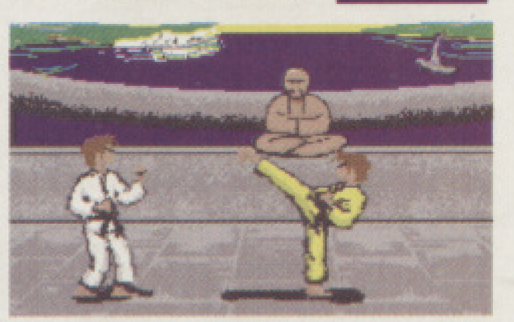


The game also scores yet more points in the variety of play between each level, moving from simple platform japery to more task-based levels. In one early level, you have to rescue three little cutsie penguins and guide them across the dangerous landscape to an exit, while others are under-water swimming extravaganzas. Bonus levels with major coin collecting opportunities crop up occasionally and often hide lives and diamonds which should be collected pronto.

Though ultimately nothing new to the world, *Smidge* is impressive simply due to the obvious time and thought that's gone into the overall character, feel and presentation of the game.

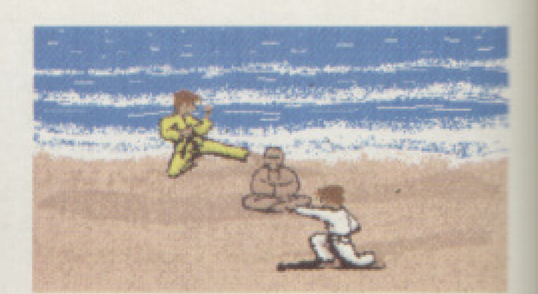
In the words of a certain large man called David who has just sat by my side for one of his infamous quick goes, "major games producers could learn a lot from games like this." He's not wrong you know. But he is... large. Ha!





KARATE MASTER F1 Licenceware,
Disk F10110

Regular readers may be aware that I'm a real saddy who goes on about his favourite Spectrum games of yesteryear, and for that I'm sorry (I still think that there were some corkers, though!) Any-



way, the only real reason for mentioning the Speccy is that this little PD lad got me all frothy when it first loaded up because it looked as though someone had finally done a decent conversion of one of my all-time favourites of all time, 'You 'ain't seen nothin' yet', er... I mean *Way Of The Exploding fist*. Unfortunately, like many things in life, I was not only wrong, but *quite* wrong.

Actually, that's a bit of a harsh comment because on its own it's not too bad — it's just that it could have been better. There's no plot to get in our way here, it's a simple matter of either beating your mate up, or taking on the computer opponent in a good old punch up.



One thing I do like about this game is the fact that there are no unrealistic 'sonic booms' or sudden 'turn into a large meringue and fly across the screen' special moves to get in the way of the violence — it's good old fashioned flesh and bone. Some of the moves are quite nicely performed, and generally you're treated to a half decent 'collapse animation' when you get a good hit in — but that's not as easy as it sounds...

The game falls down when it come to the actual fighting, due to the rather 'demanding' distance judgment. A couple of pixels either way of your target and you miss, leaving you — having quite obviously hit him — having 'not hit him'. Apparently.

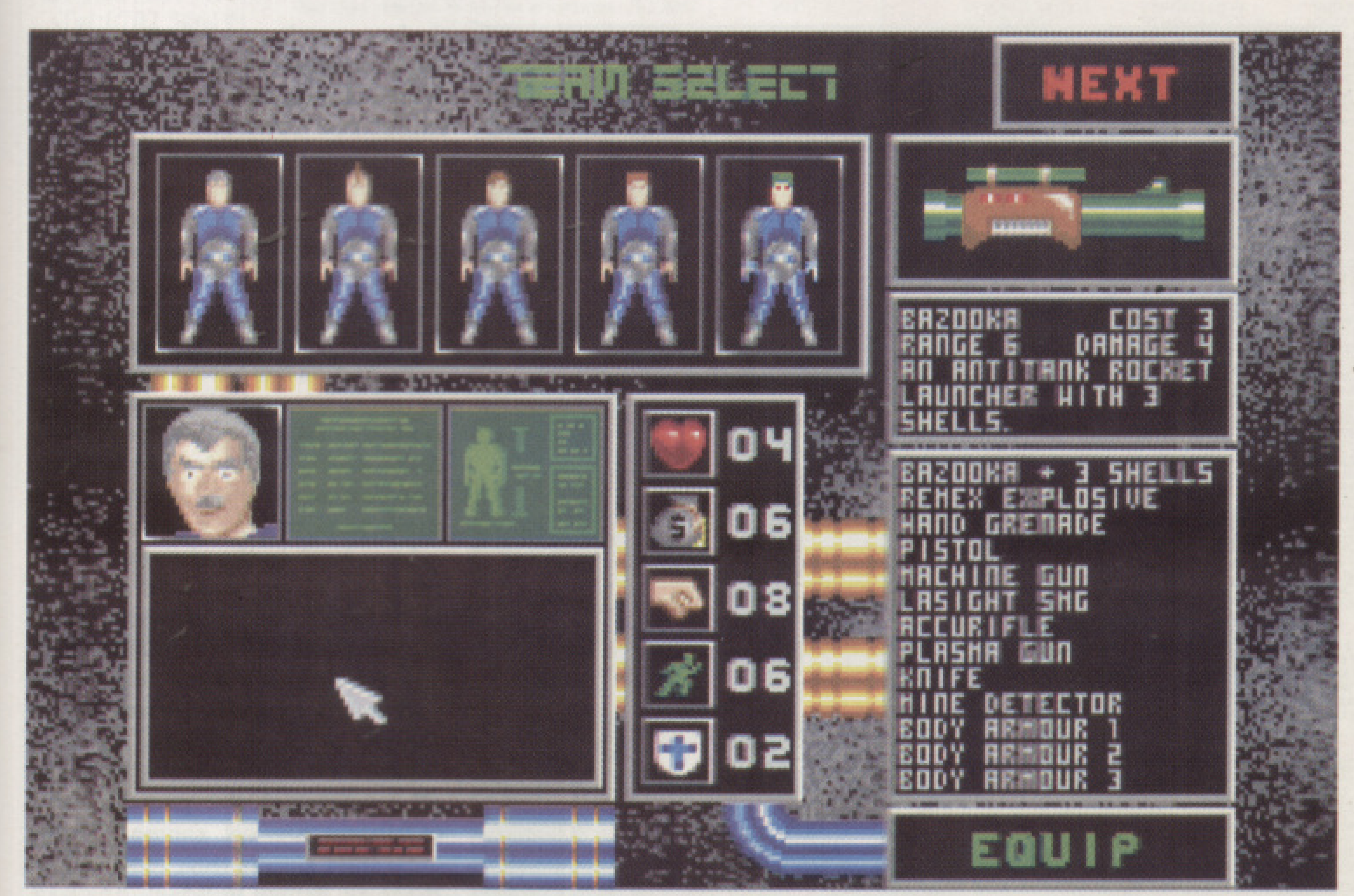
This isn't too bad when playing against another human, as you're both likely to make much the same mistakes, but against the computer (who rarely misjudges) it becomes frustrating. There are also no blocking moves, which is a bit of a pain as you can't really do anything but be offensive whenever the computer steams in for the kill.

The animations are quite nice, backed-up by some decent sampled hits, crunches and crowd cheers, while an overall martial arts master looks on and awards points to each player for their performance.

One worthwhile feature that I am going to mention is the between level challenge that comes in the form of a 'copy the Kata' game. What happens here is that a computer character performs three or four moves in sequence and asks you to try and copy it a few seconds later. Quite nice, I thought — and why not?

OVERALL 80%





TASK FORCE
17 Bit Software,
Disk 299

Task Force is an ambitious bit of PD that takes on the likes of *Laser Squad* and *Sabre Team*. To anyone unfamiliar with said games (and where *have* you been?) I'm referring to strategy games featuring teams of soldiers, controlled in an overhead turns-based situation.

As is the norm in games of this ilk, before you do anything, you need to kit out your five brave lads with as much offensive and defensive gear they can carry. Perhaps the plasma gun interests sir? Or perchance a bazooka or some hand grenades? Whatever you fancy, you'll find it here somewhere, so kit up and move out.

The game is actually played in four stages, the first being a movement phase, where you direct your troops across varying terrain using either the cursor keys or the on-screen cursor. You only have a set number of movement points per turn (shown at the base of the screen, along with your health, strength and defence points) and once you've used up all your points on one troop, you move on to the next, until all your team has finished moving.At this point you enter the second stage the firing phase.

Depending upon which weapon your current soldier has, you have a varying range of fire, shown as a highlighted box, which can be moved onto any encountered bad guys and will inflict an amount of damage depending upon that soldier's skill, any armour worn, and the type of weapon used. Obviously, something like a grenade will destroy an entire area, but it's therefore more expensive. The computer then takes its movement and firing phases, and then it's back to you (if you're still alive, of course).





The missions (four available) are fairly simple (rescue someone from somewhere, etc) but will be littered with tons of little nasty blokes to hurt in traditional computer game style.

It's all very simple, but quite nicely done, and if you fancy a bash at this type of game for a change, but don't want to fork out for a big boy of fulsomely priced proportions, then this is your chance.



SPLODGE
Mean 18 PD

I feel it only fair that before we start I should warn you that this is a game created using the 'Shoot-'em-up construction kit.' Yes, I know, scary isn't it? Well actually, no. And that's the reason why I've mentioned it. Read on...

Splodge came to me direct from the author, and though carrying no real documentation, or plot lines, caught my eye (not to mention my ears) with its quirky little character. I reckon that if Mindscape or Kalisto read PD Zone, (which I'm sure they don't) they might be raising their collective eyebrows at the sight of what can only be described as 'Something from out of the Furries'.



The game is fairly simple in concept, and revolves around rescuing a number of on-screen Furries, er... I mean Splodges, while avoiding the baddy-blue splodges that run around being nasty. You only need to touch the friendly lads to rescue them, and at the press of a button can fire a single bullet at any blue nasty unfortunate enough to be in front of you.

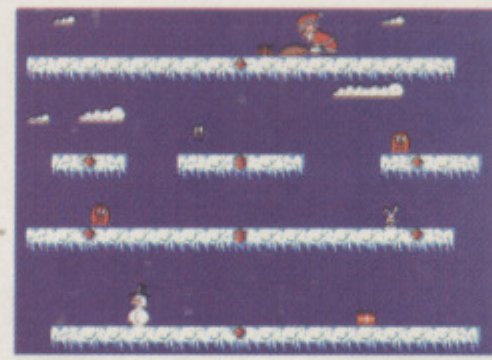
To start with, the enemies are fairly easy to avoid (particularly the ones that just stand still) but as you progress through the levels, they start increasing in number, not to mention scooting around the place like right nutters.

The game is nothing worth shouting about, but it does feature some nice animations and a few excellent samples. For some reason, though, every time you complete a level, you have to wait for about a minute before the computer notices that you're done, and then transports you to the next level — weird huh?

Also included on the disk is a bonus game called Splodge Invaders which isn't bad either.

OVERALL 69%

XMAS TIME
17 Bit Software,
Disk 2952



It's very rarely that people produce truly silly games for no apparent reason, and it is therefore with great pleasure that I present to you a game with distinctly jingly-belled overtones — well you know me; always topical, never tropical.

When I sit down and load up these PD games, I never really know what sort of thing is about to appear before my eyes because many disks come without labels. You can probably imagine, then, how surprised I was when the bold intro stating that, "It is a time of chaos. It is a time of despair." didn't in fact turn out to be some moody shoot-'em-up, but was instead a platform affair starring Santa and a load of jellies. And bunny rabbits.

Apparently, not being content with appearing on out January front cover Santa has decided to increase his productivity and deliver as many pressies as possible in record time. Of course the only problem is that he needs to collect the gift-wrapped bits of joy before he can get on with the task in hand. It is therefore down to you to take control of the aforementioned fat and jolly man, and make your way across a number of platforms in an attempt to collect a set number of gifts before the clock runs out.

The problem here is that the platforms can only be traversed in a set direction (shown by an arrow) either going up, down, or both. Gaps between platforms and bridges give access to other parts of the screen, but of course that's assuming you can avoid the nasty 'things' roaming the platforms in a threatening manner.

Being a Santa of the 90's, you don't have to avoid everything if you don't want to, and can actually give anything a thwack with your sack. Once bagged, the 'things' disappear for a while and appear again later. Yuletide gifts appear randomly around the screen, as do occasional diamonds and other point bonuses.

Xmas Time actually reminds me a bit of Baldy — which some of you may remember appeared on a cover disk some months back now — with very simple game play, but enough silly appeal to keep you on it for a while. I'd be lying if I said that you'll keep coming back to this, but then again I lie all the time. Look, I'm Marilyn Monroe. See?

OVERALL 68%

PUNTERS
Sanity Soft,
£5 or £10 for source code as well



Punters. Funny word isn't it. Shame I'm not in a 'rhyming words' competition, because I'm sure I could come up with some hilarious winners. Oh well, never mind. Punters is actually four disks of splendidly put together gambling fun (it's not big and it's not clever though kids — Concerned parent Simon.)

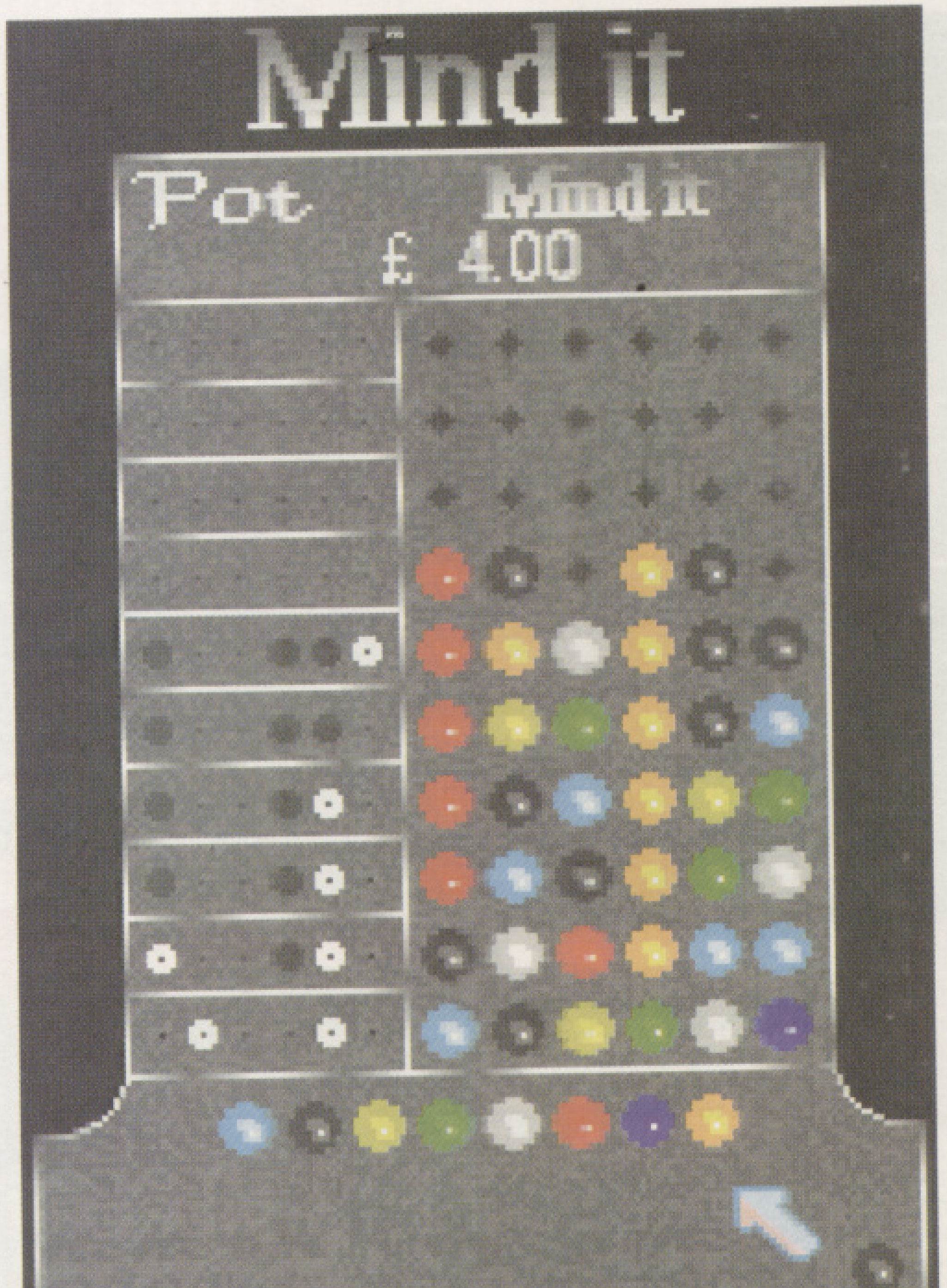
The overall presentation is excellent, with a menu page giving access to the five games on offer. Not all the games are obvious gambling games, but with each you can put a stake down on the chances of you winning. And the games in the frames are...

Fruit Machine
This is quite a nice little simulation, but having watched Simon and David waste their money for about a year now, I can tell you that it's a bit too 'nice' (ie. you never just get four lemons without some sort of fight!). As is always the case with fruit machines, it's the sub-games that draw your interest, and this one does quite nicely in that department, particularly with a simple MasterMind game

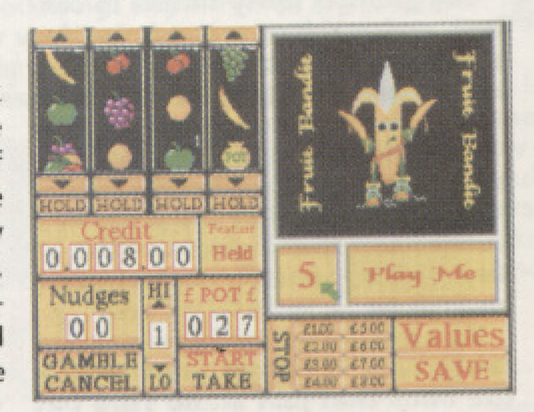
Blackjack —
Not the 'get as close to 21' Blackjack most people know, but a decent little card game where you have to get rid of all your cards, following suit or the same value. There are several 'nasty cards' which bugger up your opponent, (ie. drop a black Jack, and your opponent has to pick up 7 more cards) and though very simple, it can be quite vicious at times.

Horse Racing —
Pretty simple, really. You're given the details on the next race (distance, hurdles etc) and the form and odds to be considered before picking your horse. Then just put down your bet and sit back while the little coloured blobs make their way across the screen. Particularly good fun with multiple players.

Othello —
Pretty damn good artificial intelligence in this version, but at the end of the day, still only Othello — the game which takes a minute to learn but a lifetime to master. Or something like that.



Yahtzee —
Again, quite well done, but only Yahtzee.



Overall, this is an excellent package and well worth a fiver, particularly if you've ever fancied a decent version of Yahtzee or Othello. The horse racing game is particularly worthwhile if you ever get into a situation where a few mates are drunk and fancy being sad and silly at the same time, while the rest are fun time wasters if you're on your own. With no friends. And no life.

I would also recomend that would-be programmers check out the source code for an extra fiver as there's some real smart stuff to be found in the milky depths within.

OVERALL 87%

DIGGER
Epic Marketing,
Disk C898

One of my favourite teenage pastimes (and frankly one of the few I'm prepared to talk openly about), was the consumption of large bags of chips, covered in tons of salt, pepper and vinegar (I bet your mouths are watering already). This was made doubly excellent by the fact that my local chippy always had top arcade machines which, for the handsome sum of 10 pence, opened up exciting new worlds to deprived kiddies like myself.

Phoenix and Galaxians were often the order of the day, but even better than that was Dig Dug. As you might imagine, it was then with some jubilation that I received Digger — a jolly faithful conversion. But without the chips.

In case you're not an old crusty like myself, Dig Dug was (and thanks to PD, still is) a simple old game based around the rather odd concept of inflating dragons with a bicycle pump until they explode. The screen starts off with an underground... er cavern, containing a number of small chambers, which house the strange creatures. You need to dig your way into these areas and get close enough to the nasties to inflate them into oblivion (strange way to die, don't you think?), watching out for the occasional bursts of flames from the dragons.

The baddies don't stay put for long, and as time ticks away, start to move through the walls of the cavern in an intangible form. They come pretty well straight for you, and you need to be ready to give them tons of air as soon as they reform back in the chambers. You can only affect one bad guy at a time, and it takes a few seconds to kill each one so you need to avoid being in a situation where you've got more than two coming for you at any one time.

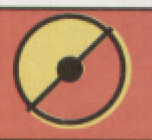
There's not a lot more to tell in all honesty, as the games of my childhood always seemed to be incredibly simple (just look at kiss chase or, British Bulldog). Anyway, if you fancy a plod down Memory Drive (second left after the end of Memory Lane at the junction with Nostalgia Boulevard) this is as good as you could ask for. Now if only someone would program an Amiga version of Mr Do...

OVERALL 85%

ADDRESS YO'SELF TO THESE PDs.

- 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH. Telephone: (0924) 366982.
- Epic Marketing, First Floor, 31 Farringdon Rd, Swindon SN1 5AR
- Choice Software, 144 London Road, Sheffield. Tel: 0742 555894
- F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU (Catalogue disk now available by sending a disk and a 75p stamp.)
- Mean 18 PD, 11 Orkney Close, Stewkley, Leighton Buzzard, Beds LU7 0JF
- Sanity Soft, 217 Albert Road, Aston, Birmingham B6 5NA.

ONE TO ONE SERVICES







BACK ISSUES











Being a person of discerning taste you are no doubt a regular reader of The One, the bible of all that's tops in the heady world of Amiga games. But even so there may well be embarrassing gaps in your collection. Maybe you didn't start reading The One until recently, or perhaps you didn't start reading at all until recently or maybe the newsagent simply ran out of stock - in which case why didn't you place an order?

Whatever, here's your chance to fill in those gaping voids in your magazine-related life. Below you'll find listed all those lovely issues of The One stretching back to May of last year, complete with detailed descriptions of their contents. Be warned that many of them have sold out - we're just so damn popular!

To order fill in the coupon below, write out a cheque or postal order for the required amount and send it to: The One Back Issues Dept, Tower Publishing, Sovereign Place, Lathkill Street, Market Harborough LE16 9EF.

MAY 1992 - SOLD OUT!

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JULY 1992
ON THE DISKS! Playable demos of Red Zone and Galactic plus FIVE complete PD games: Battlements, Dragon Tiles, MegaTron, Omega Race and Hollywood Trivia!
WIPPED! Lotus 3, Wing Commander and The Carl Lewis Challenge!
REVIEWED! Lure of the Temptress, Monkey Island 2, Ishar, Striker, Championship Manager and many more!
TIPPED! Player's guides to Parasol Stars, Epic, John Madden Football and Eye of the Beholder 2!
PLUS! The One games challenge!

AUGUST 1992 - SOLD OUT!

SEPTEMBER 1992
ON THE DISKS! Playable demos of Premiere, Tiny Skweeks and Match of the Day, Flashback preview and three PD games: War, Nebula and Croak!
WIPPED! Second Samurai, Flashback and more on Frontier: Elite 2!
REVIEWED! Premiere, MegaTraveller 2, Guy Spy, Fascination, Beast 3 and many more!
TIPPED! Player's guides to Graham Taylor, Civilization and Fire & Ice (pt 2) and the on-going solution to Monkey Island 2!

OCTOBER 1992
ON THE DISKS! Three disks this month, containing playable demos of Assassin, KGB and Fireforce plus 2 PD games!
WIPPED! The Chaos Engine, Legends Of Valour and the final instalment of Frontier!
REVIEWED! Putty, The Humans, Aquatic Games, Lotus 3, Zool and many more!
TIPPED! Player's guides to Dune and Lure of the Temptress, the start of a complete solution to Eye of the Beholder 2 and the last part of the Monkey Island 2 solution!
PLUS! Those end-game sequences revealed! Westwood Studios interviewed!

NOVEMBER 1992
ON THE DISKS! Demos of The Chaos Engine and Lionheart plus five PD games!
WIPPED! Street Fighter 2, Gunship 2000, Darkmere and Desert Strike!
REVIEWED! Wing Commander, Road Rash, Legend of Kyrandia and many more!
TIPPED! Complete solution to Hook and the second part of the Beholder 2 solution!
PLUS! Sensible Software interviewed!

DECEMBER 1992
ON THE DISKS! Playable demos of Sensible Soccer V1.1, No Second Prize, McDonalds Land and Creatures plus a preview of Street Fighter 2!
WIPPED! Superfrog, Star Trek and WWF 2!
REVIEWED! Legends of Valour, No Second Prize, McDonalds Land, BC Kid, Nigel Mansell, Lethal Weapon and many more!
TIPPED! Guides to Zool and Wizkid plus the last part of the Beholder 2 solution!
PLUS! The A1200 revealed! Richard 'Mr Music' Joseph interviewed!

JANUARY 1993
ON THE DISKS! Psycho Game - a complete game specially written for The One by Bullfrog - along with playable demos of Gunship 2000 and Dalek Attack plus a preview of Archer Maclean's Pool!
WIPPED! Microcosm and Dracula on CD, Dune 2 and Superhero!
REVIEWED! Indy IV graphic adventure, Street Fighter 2, Cool World, KGB, Waxworks and many more!
TIPPED! Guides to Wing Commander, the start of a complete Legend of Kyrandia solution and a complete solution to Dizzy: Prince of the Yolkfolk!
PLUS! 1993 previewed! The One awards! Stunning Dave Gibbons cover!

FEBRUARY 1993
ON THE DISKS! Playable demos of Darkseed, Universal Monsters and Superhero!
WIPPED! Space Hulk, Chuck Rock 2 and Ambermoon!
REVIEWED! The Chaos Engine, Dragon's Lair 3, WWF 2, Darkseed and many more!
TIPPED! Player's guides to Street Fighter 2, Sensisoccer V1.1, Sabre Team and Fireforce plus the on-going Kyrandia solution!
PLUS! Commodore's ex-boss Kelly Sumner interviewed!

MARCH 1993
ON THE DISKS! Playable demos of Superfrog, Flashback, Prime Mover and Woody's World, plus a complete PD game: Oblivion!
WIPPED! Liberation: Captive 2, Woody's World, Ishar 2, Blastar and amny more!
REVIEWED! Body Blows, Lionheart, Flashback, Transarctica, Walker, Lemmings 2 and many more!
TIPPED! Player's guide to Legends of Valour, complete solutions to Indy IV adventure and Future Wars and the last part of the Kyrandia solution!
PLUS! Ten good reasons to buy an A1200 now! Dino Dini interviewed!

APRIL 1993
ON THE DISKS! Playable demos of FA Premier League (collector's item!), Abandone Places 2 and Beavers, plus two PD games: Transplant and PacMan Deluxe!
WIPPED! Batman Returns, Cyberspace, James Pond 3, Lost Vikings and many more!
REVIEWED! Superfrog, Arabian Nights, Chuck Rock 2, Abandoned Places 2, Desert Strike and many more!
TIPPED! Complete solutions to Darkseed, Dragon's Lair 3 and Indy III, plus the start of guides to KGB and Bill's Tomato Game!
PLUS! X-Wing on Amiga revealed (but it's actually an April Fool's joke).

MAY 1993 - SOLD OUT!

JUNE 1993
ON THE DISKS! Blaster!, a specially-written full game for The One, plus a playable demo of Nippon Safes and two complete PD games: Alien Bash and Tractor Beam!
WIPPED! Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom and many more!
REVIEWED! Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings and many more!
TIPPED! Player's guide to Lionheart and Chuck Rock 2 plus the completion of the solutions to KGB and Chaos Engine!
PLUS! We tell you how to get into the software business!

JULY 1993 - SOLD OUT!

AUGUST 1993
ON THE DISKS! Trex Warrior, a full game from Thalion written for The One, plus a playable demo of Ishar 2 and Snakes and a complete PD game: Wibble World Giddy!
WIPPED! Total Carnage, TFX, Beneath the Steel Sky, Utopia 2, Brutal Sports Football and many more!
REVIEWED! Deep Core, Sim Life, Whale's Voyage, Battle Isle '93 and many more!
TIPPED! Guide to Dune 2, Gunship 2000 and Reach for the Skies, the Abandoned Places 2 complete solution continues while the World Of Legend solution starts!
PLUS! The CD32 is unveiled! Arnie's raw deal!

SEPTEMBER 1993
ON THE DISKS! Playable demos of Overdrive, Bubba 'n' Stix, F117a Stealth Fighter, Deep Core and Suburban Commando!
WIPPED! Last Action Hero, Micro Machines, Alfred Chicken, Theatre of Death, Seek & Destroy, Oscar and many more!
REVIEWED! Soccer Kid, Hired Guns, Diggers, Premier Manager 2, Yo! Joe!, Blob, The Patrician and many more!
TIPPED! Complete player's guide to Syndicate and War in the Gulf, a complete solution to Transarctica, the start of the Ishar 2 solution, the ongoing Abandoned PLaces 2 and Worlds of Legend sagas!
PLUS! More CD32 info!

OCTOBER 1993
ON THE DISKS!Playable demos of Space Hulk, Alfred Chicken and Burning Rubber!
WIPPED! Mortal Kombat, Elfmania, Evolution, Wonder Dig, F1 and many more!
REVIEWED! Space Hulk, Jurassic Park, Overkill, Micro Machines, Alfred Chicken, Blastar, Disposable Hero, Burning Rubber and many more!
TIPPED! Complete players' guide to Diggers, Beastlord, Wibble World Giddy, The Patrician, Goal! and more of the Ishar 2 and Worlds of Legend solutions!

NOVEMBER 1993
ON THE DISKS! 3 Disks again, featuring playable demos of Uridium 2, Hero Quest 2 and Seek and Destroy, along with two complete PD games!
WIPPED! Body Blows Galactic, King's Quest VI, Rally, Rise of the Robots, Seventh Sword of Mendor and many more!
REVIEWED! Brutal Sports Football, Cardiaxx, Donk, Frontier: Elite 2, Qwak and many more!
TIPPED! Hired Guns, Alfred Chicken (part one), Space Hulk (part one), Ishar 2 (part three) and many more!
PLUS! The programmers talk to us! DMA Talk to us! FInd out how we make The One!

DECEMBER 1993
ON THE DISKS!Playable demos Alien Breed 2, Brian the Lion and Bob's Bad Day!
WIPPED! Heimdall 2, Reunion, Theme Park and many more!
REVIEWED! Cyberpunks, F117A STealth Fighter, Cannon Fodder, Alien Breed 2, Body Blows Galactic, Liberation, Magic Boy, Perihelion, The Settlers and many more!
TIPPED! The end of the Ishar 2 solution! Body Blows Galactic, Alien Breed 2, Space Hulk (part 2), MASSIVE Frontier players' guide, the complete solution to The Secret of Monkey Island and many more!
PLUS! Find out how they make Games World Live! as we spend a day with them!

JANUARY 1994
ON THE DISKS! Galactic: The Xmas Remix - a complete game from Stavros Fasoulas - plus a demo of Zool 2 and a complete A1200-only PD game!
WIPPED! Universe, Cool Spot, Dennis & Gnasher and Heimdall 2 Part 2!
REVIEWED! Mortal Kombat, Zool 2, T2, Microcosm, Bubba 'n' Stix and loads more!
TIPPED! Player's guides to Body Blows Galactic, Combat Air Patrol, Jurassic Park and bundles more!
PLUS! The programmers of Liberation speak! Massive preview of EVERY game scheduled for release in 1994!

FEBRUARY 1994
ON THE DISKS! Playable demos of Beneath A Steel Sky and Super Methane Bros!
WIPPED! Skeleton Krew, Zeewolf, Magician's Castle, Out To Lunch, Super Methane Bros and Heimdall 2 Part 3!
REVIEWED! Cool Spot, Brian The Lion, Seek & Destroy, F1, Castles 2, Simon The Sorceror, Campaign 2 and many more!
TIPPED! Mortal Kombat's finishing moves revealed, the start of complete solutions to Star Trek and Simon the Sorceror, secret spell recipes for Wiz 'n' Liz plus much more!
PLUS! Exclusive news about Rebel Assault and Day Of The Tentacle on CD32! The One team star in their own computer game - Snackerama!

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Overall Score 87%.
Worth £29.99 A1200, £26.99 A500/600.

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Simon Byron, The One December 1993.
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David Upchurch, The One April 1993.
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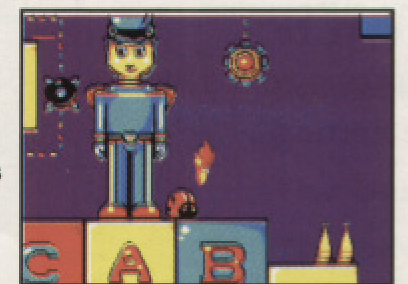
Well, well, well, this is the second month on the trot that only two games have managed to impress us enough to get into this, one of the most exclusive little clubs you're ever likely to find at the back of an Amiga Games magazine. Why, because we're choosy, that's why. All the games in Recommended are properly dressed at all times, and wouldn't dream of wearing jeans in the billiards room. No. The hoy-poloy with scores under 85 percent are all standing outside with their grubby little faces pressed up against the library window. I say, clear-off you oily-ticks!

Alfred Chicken

86%

Publisher:	Mindscape
Issue Reviewed:	October 1993
Memory:	1Mb
Price:	£26.99

Although not as good-looking as some of the recent flock of platform games, Alfred scores over many of its rivals by simply being incredibly playable. There are tons of secret rooms and bonuses to find and, generally speaking, you'd be hard pushed to find a better no-nonsense platform romp.



Body Blows Galactic

87%

Publisher:	Team 17
Issue Reviewed:	December 1993
Memory:	1Mb
Price:	£26.99

Yet another sequel from Team 17 which does for street fightin' what Alien Breed 2 does for bug huntin'. Body Blows Galactic is the business, boasting much smoother animation — the characters no longer move like the puppets from Thunderbirds - faster action, animated backgrounds and enhanced sound effects.

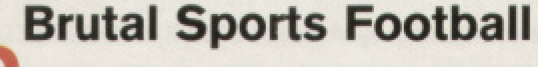
Alien Breed 2

91%

Publisher:	Team 17
Issue Reviewed:	December 1993
Memory:	1Mb
Price:	£26.99

Team 17 return to familiar territory with this, the sequel to the game that first established the company as one of Britain's leading Amiga developers. It's more of the same Gauntlet-esque bug-hunting action basically, but bigger, busier and blastier. Some have complained it's too easy though...



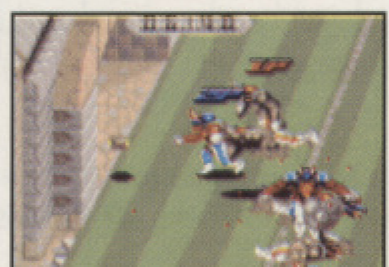


Brutal Sports Football

88%

Publisher:	Millennium
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£25.99

It's been a long time since Speedball 2 set the pace in fantasy sports games, and while Brutal Sports Football doesn't quite make the Bitmap game obsolete it's a worthy companion piece. It's extremely violent, with spurts of blood flying everywhere and even the occasional decapitation! You have been warned...



Battle Isle '93

89%

Publisher:	Blue Byte
Issue Reviewed:	August 1993
Memory:	1Mb
Price:	£29.99

If you liked Battle Isle you'll love this. It's basically more of the same but with an enhanced control interface ripped from Historyline. Once again you have to pit your armies of tanks, troops and spacefighters against the enemy. For those of us who thought we'd never enjoy a strategy game it's a godsend.



Bubba 'n' Stix

91%

Publisher:	Core Design
Issue Reviewed:	January 1993
Memory:	1Mb
Price:	£25.99

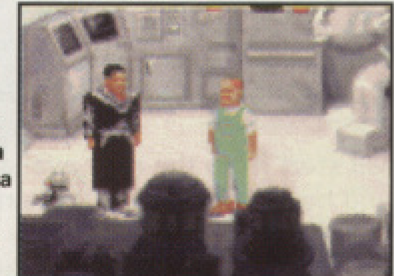
Another platform game from Core Design? Surely not! We shouldn't moan though, especially if there as well done as Bubba 'n' Stix. Yes, it's a bit short, but it's beautifully programmed, the graphics have a vividness not often seen on the Amiga and there's a brilliant vein of humour running through it all.

Beneath a Steel Sky

93%

Publisher:	Virgin Interactive
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£29.99

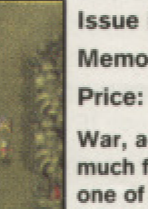
Revolution's latest has been produced in collaboration with comic artist Dave Gibbons, and if ever there was a match made in heaven, then this is it. The result is a stunning graphic adventure which might lack humour compared to Monkey Island — but more than competes in every other department.



Cannon Fodder

93%

Publisher:	Virgin Interactive
Issue Reviewed:	December 1993
Memory:	1Mb
Price:	£29.99



War, according to the Sensible boys, has never been so much fun, and we have to agree — Cannon Fodder is one of the most enjoyable games we've played in yonks. It may look like a fairly simple run around and blast affair, but there's a surprising amount of strategy needed if you're to make it through to the end.



Ch'ship Manager Italia

89%

Publisher: Intelek
Issue Reviewed: March 1994
Memory: 1Mb
Price: £17.00

Although the main difference between this and the other Championship Manager games is that you get to take control of clubs with funny names, the reduced price and running speed routine earn this a respectable mark. Novices may have a bit of trouble getting to grips with it but for the rest of us it's fab.

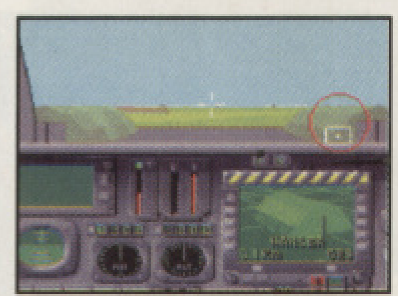


Gunship 2000

90%

Publisher: MicroProse
Issue Reviewed: July 1993
Memory: 1Mb
Price: £34.99

Have we had to wait for this one! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undoubtedly THE helicopter sim on the Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any



Dune 2

90%

Publisher: Virgin Interactive
Issue Reviewed: July 1993
Memory: 1Mb
Price: £30.99

From Westwood, the people who brought you the highly regarded Kyrandia, comes this, a very playable and beginner-friendly strategy game in the Sim City mould. Harvest spice, fight rival houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.



Heimdall 2

90%

Publisher: Core Design
Issue Reviewed: April1994
Memory: 1Mb
Price: £34.99

Heimdall 2 is without a doubt, the best of its kind. Its got just the right balance between action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs and great dollops of magic will keep you on Loki's trail, in the company of a fetching Valkyrie, name of Ursha.

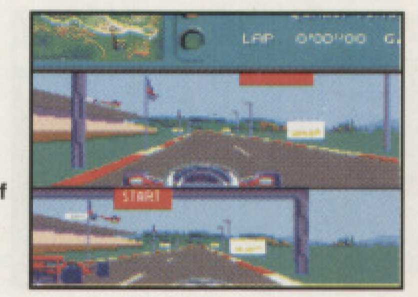


F1

90%

Publisher: Domark
Issue Reviewed: February 1994
Memory: 1Mb
Price: £25.99

From the French geezers who brought you Vroom comes this, the official F1 licence. To be honest it's basically Vroom all over again but slightly faster, (as if it needed to be!) and with a superb two-player mode. Although not sim enough to satisfy a real F1 buff, it offers incredible thrills and spills to the arcade lover.

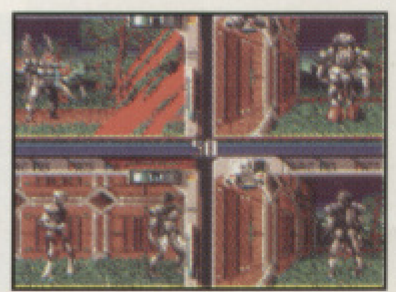


Hired Guns

91%

Publisher: Psygnosis
Issue Reviewed: September 1993
Memory: 1Mb
Price: £29.99

You may not think you like RPGs but if so then you probably haven't played Hired Guns — it truly is an RPG for everyone. Using a Dungeon Master-style control system you must guide four futuristic mercenaries around complexes blasting all and sundry and solving puzzles. Violent and fun



Frontier: Elite 2

96%

Publisher: GameTek
Issue Reviewed: November 1993
Memory: 1Mb
Price: £34.99

We've waited a long, long time for this, but it's been worth every minute of it. Frontier is, quite simply, the game you bought your Amiga for. Admitted it's not the most 'beginner friendly' game ever, and it takes a while to get its hooks into you, but when it does it won't let go for years. A must buy.



Jurassic Park

89%

Publisher: Ocean
Issue Reviewed: October 1993
Memory: 1Mb
Price: £26.99

An Ocean film conversion with not a platform in sight? Shurely shome mishtake? Nope — taking a pinch of The Chaos Engine and mixing it with a couple of spoonfuls of Legends Of Valour, JP turns out to be a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash.

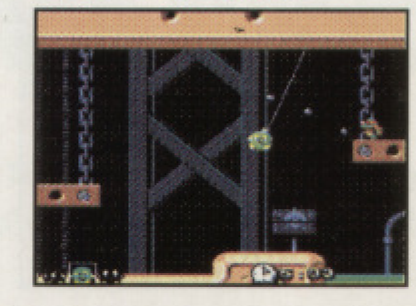


Fury of the Furries

90%

Publisher: Mindscape
Issue Reviewed: January 1993
Memory: 1Mb
Price: £29.99

A puzzle/platform game very similar to The Lost Vikings, Fury of the Furries offers 100 levels of mind-bending, reflex-testing action as you use your three cute Tinies in various permutations to reach each stage's exit. Believe us, it's as addictive as hell.

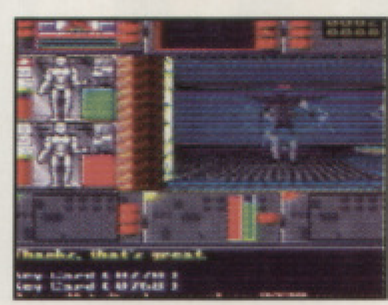


Liberation: Captive 2

94%

Publisher: Mindscape
Issue Reviewed: December 1993
Memory: 2Mb (CD32 only)
Price: £34.99

Yes! Here it is — the first CD32 game to enter the Recommended Hall Of Fame. And deservedly so — Liberation is a brilliant, atmospheric RPG with one of the sexiest intros you're ever likely to see that really shows off Commodore's capabilities to the full.



Genesia

88%

Publisher: Mindscape
Issue Reviewed: January 1993
Memory: 1Mb
Price: £29.99

This is a huge 'society building' game very similar to The Settlers. Starting off with a tiny tribe of people, you must use their various skills to build a thriving civilisation. It's not as easy to get into as The Settlers, but offers greater rewards for those who persevere.

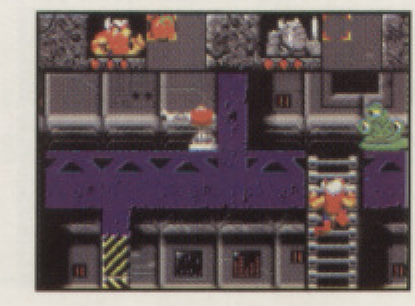


The Lost Vikings

90%

Publisher: Interplay
Issue Reviewed: June 1993
Memory: 1Mb
Price: £25.99

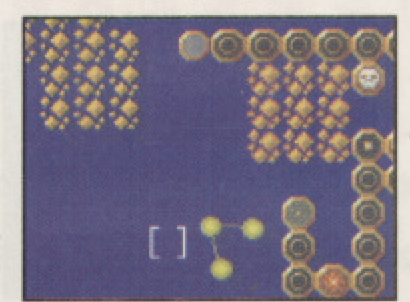
The Lost Vikings is an arcade adventure.You have three characters under your control, each of which has different abilities, and you have to use them in the right order to solve the puzzles. We reckon it's one of the best of last year's releases.



Mega Motion

86%

Publisher: Black Legend
Issue Reviewed: April 1994
Memory: 512K
Price: £19.99

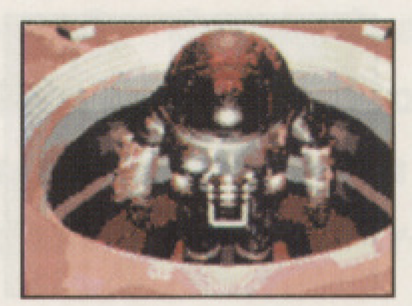


One of the most rewarding and brain-teasing games we've played for ages. The concept is simple and the animation fab. It reminds us a bit of Boulderdash but it's not derivative. Only available as part of a two-pack, the other game being Statix which we rate at 84% and just misses its own entry. Stonkingly good value.

Microcosm

86%

Publisher: Psygnosis
Issue Reviewed: January 1993
Memory: 2Mb (CD32 only)
Price: £TBA



Okay, so basically it's little more than a basic 3D shoot-'em-up in the Space Harrier mould, but as far as 3D shoot-'em-ups go it's just about the best-looking one you could possibly imagine. And it plays pretty well too, although the joypad don't half make your thumb sore. All it really lacks is variety. Ah well.

Micro Machines

89%

Publisher: Codemasters
Issue Reviewed: October 1993
Memory: 1Mb
Price: £25.99

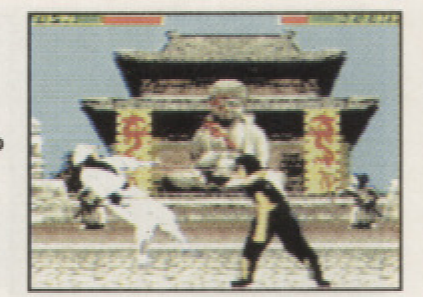


No-one guessed that the Codies would beat Team 17 in the top-down racer Grand Prix but by golly they have! Although Micro Machines isn't quite as groovy in one-player mode as Overdrive, it compensates for this by having the best two-player action you're every likely to see. It's got to be played to be believed.

Mortal Kombat

89%

Publisher: Virgin Interactive
Issue Reviewed: January 1993
Memory: 1Mb
Price: £34.99



Top marks to Virgin and Probe Software for coming up with arguably the most accurate coin-op conversion seen in a long time. Everything from the arcade original is here - the graphics, the sound and, most importantly, the gameplay ('the gore' surely? — Ed). Could rank as the best beat-'em-up on the Amiga...

Overkill

89%

Publisher: Mindscape
Issue Reviewed: October 1993
Memory: 2Mb(A1200 only)
Price: £25.99

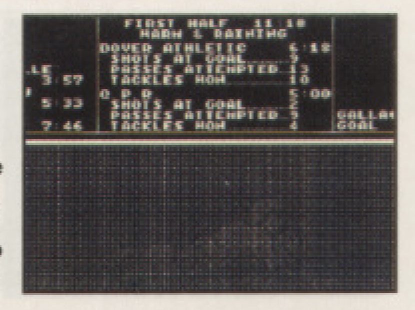


An A1200-only game which actually makes use of all the 32 bits, Overkill is the most intense blaster you're ever likely to come across. It's basically Defender with a few gameplay tweaks, so for shoot-'em-up purists it's the equivalent of heaven. May be a bit short for some though.

Premier Manager 2

90%

Publisher: Gremlin
Issue Reviewed: September 1993
Memory: 1Mb
Price: £25.99



It's not every day you heart us raving about a football management sim, so when we do you can bet it will be pretty special — as Premier Manager 2 is! It's full of features and options, yet still marvellously easy to get into and play. If you fancy taking your team to the top of the league then here's where to come.

Puggsy

90%

Publisher: Psygnosis
Issue Reviewed: March 1994
Memory: 1Mb
Price: £34.99



On the surface, Puggsy looks like a slow platformer with not much going on but if you spend a few minutes learning the game mechanics and experimenting with the Total Object Interaction, then you'll discover a beautifully animated arcade adventure with fantastic graphics and sound.

Qwak

88%

Publisher: Team 17
Issue Reviewed: November 1993
Memory: 1Mb
Price: £12.99



Qwak may be 'just' a budget title but it's completely brilliant which is why it's found a home here amongst the Recommendeds. It's a one-or two-player Bubble Bobble-style game, with the aim being simply to amass points on your platform-filled odyssey through the kingdom of cuteness. Simply marvellous.

Second Samurai

87%

Publisher: Psygnosis
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99



Although perhaps looking a little too similar to the original First Samurai, this sequel is a far better game. Although the hero doesn't move quite a fluidly as he used to he's still pretty nifty with his sword, and the tighter level design and less oblique puzzles make for a much more entertaining experience all round.

The Settlers

90%

Publisher: Blue Byte
Issue Reviewed: December 1993
Memory: 1Mb
Price: £34.99

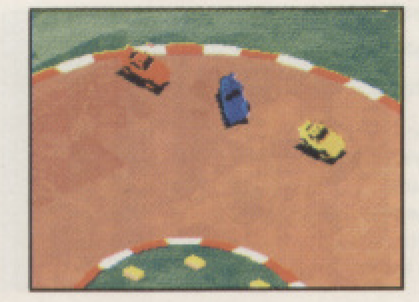


Imagine Little Computer People cross-bred with Populous and you'll have a good idea as to what The Settlers looks and plays like. It's your typical God game (build an empire, keep your folks happy and quash any rivals) spruced up with some super-cute animations on your subjects. Very user-friendly

Skidmarks

88%

Publisher: Acid Software
Issue Reviewed: January 1993
Memory: 512K
Price: £25.99



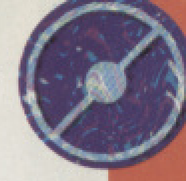
If you have fond memories of Super Off-Road then prepare to have them rekindled with this, a superb racer viewed from a similar 'isometric' perspective. Although a bit of a duffer when played alone - the computer cars are crap to say the least — it's brilliant in two-player mode.

Simon the Sorcerer

89%

Publisher: AdventureSoft
Issue Reviewed: February 1994
Memory: 1Mb
Price: £34.99

Brits AdventureSoft take on the Amercian might of LucasArts and Sierra with this humorous graphic adventure. Obviously intended to be a Monkey Island 2 beater, it comes close to succeeding. However the interface doesn't quite surpass Lucas Arts' and the puzzles are tough — but don't let that put you off.

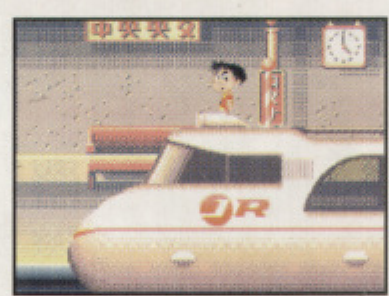


Soccer Kid

93%

Publisher: Krisalis
Issue Reviewed: September 1993
Memory: 1Mb
Price: £26.99

Well, well, well. Just four months after we screamed that Superfrog was the best Amiga platform game ever, along comes Soccer Kid and we have to change our tune. It's nothing short of brilliant — gorgeous to look at, sweet on the ears, and boasting some of the slickest gameplay we've seen in a long time. Buy it!



Uridium 2

91%

Publisher: Renegade
Issue Reviewed: November 1993
Memory: 1Mb
Price: £26.99

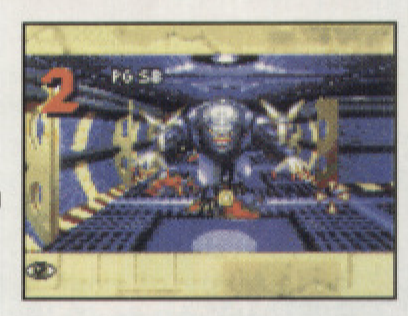
The C64 classic comes to the Amiga in style, souped-up beyond belief with 32-colour graphics, 50-frames-per-second action, multi-way scrolling, power-ups and all the other good things you've come to expect from a 90's shoot-'em-up. It's very tough, but for die-hard blasting fans it's a dream come true.

Space Hulk

91%

Publisher: Electronic Arts
Issue Reviewed: October 1993
Memory: 1Mb
Price: £31.99

At last — a conversion of a boardgame that doesn't simply recreate the board in DPaint! Instead, Space Hulk takes all the best bits from the original game and bungs in a whole load of extra computer effects to create one of the most atmospheric strategic-blasters we've seen in ages. Completely ace.

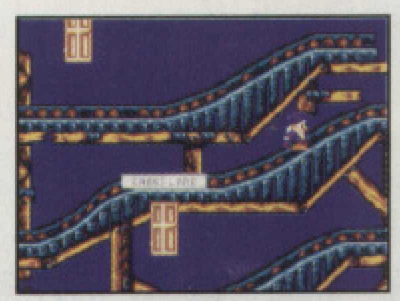


Wiz 'n' Liz

86%

Publisher: Psygnosis
Issue Reviewed: November 1993
Memory: 1Mb
Price: £26.99

Originally a Megadrive game, this cutesy race-'n'-collect-'em-up is perhaps a little too simplistic to be worth buying if you're going to be playing it alone — you're likely to get bored of it long before the end ever comes into sight — but it's great value if you've got a friend who can join in the fun.



Stardust

91%

Publisher: Bloodhouse
Issue Reviewed: December 1993
Memory: 1Mb
Price: £16.99

An unbelievable bargain at the price, Stardust is the ultimate Asteroids clone. The graphics have to be seen to be believed and it plays as well — maybe even better — than it looks. Along with the stunning 3D sub-game breaking up the rock bustin' between levels, this is a feast you just have to treat yourself to.



World of Legend

92%

Publisher: Mindscape
Issue Reviewed: June 1993
Memory: 1Mb
Price: £25.99

If you missed last year's Legend then you should make up for it right now and get this. It's a superb RPG which uses a near-identical control system. It's got plenty of action and tons of atmosphere. If you're the sort of person who cringes in horror at the thought of RPGs then this will convert you. See also Hired Guns.



Syndicate

88%

Publisher: Electronic Arts
Issue Reviewed: July 1993
Memory: 1Mb
Price: £26.99

Cross Bladerunner with a Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gory and realistic. Dead smart.



Zool 2

90%

Publisher: Gremlin
Issue Reviewed: January 1993
Memory: 1Mb
Price: £26.99

Yet another sequel wangles its way into these Recommended pages. Despite being more of the same, this is far superior to the original — Zool now has much more character, is much better animated and is a lot more enjoyable and less frustrating to control. You can even play as Zooz, Zool's girlfriend!



COMPETITION

Yes! It's the quiz of the month! If you fancy your chances of winning one of ten fab-tastic software prizes then you've come to the right place. Just answer the following questions...

(1) How many of the Recommended games have scored 90% or over?
(2) How many times does the word 'Lemmings' appear in these Recommended pages?
(3) Which Recommended game has the lowest % rating?

Answers on a postcard or back of a sealed envelope by May 28th to the following address: All-new Recommended Compo 3, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!

Next Month

SATURDAY *28 May*

1

3.30am Get To Bed!
The unusually polite comment show for all insomniacs, game-players and masochists. (R)
6.30am Power Breakfast
7.00 The One Breakfast News (T) (S) 3409
9.00 Up Your Bottom 2637
9.05 to 1.00pm
DAYTIME ON *THE ONE*
9.05 Become an Addict (S)
9.40 Elfmania
A first review of the finished version of Terramarque's stonking beat-em-up. Released (hopefully) through Renegade

Renegade	TOM WATSON
Terramarque	SOME DANISH CHAPS

10.00 Thunderbirds in Swahili (T)
10.30 Some Want It hot. And Some Don't
11.30 James Pond 3
Will *The One* get it from Millennium, or not? That's the big, burning question, as another possible review is quite literally shoe-horned into an already crowded magazine. We pray. 2738
12.00pm Let's Be Nice (S)
1.00 News at One (T) (S)
1.35 Pop! Another Shrimp on the Barbie
Next installment of the crustacea-grilling pap claptrap from down under. Today, Pop pops another shrimp on Barbie, who gets rather upset. Then she blows the whistle on Sad Ken, who smells of shark.(T)
028937

Pop	SAM FRENZY
Barbie	BRENDA BRAMSTOKER
Sad Ken	KEN SAD
Mr Extra	ARTHUR FLESH
Mr Extra's understudy	BLIMEY O'REILLY

2.00 Why's That, Then?
Desford Lindham presents the show that asks "Why's that, then?" in a patronising manner. 3874
3.00pm News Update (T) (S)
4.00 to 5.35
***THE ONE* FOR KIDS**
with Alan Allcock
4.15 Pleb (S) 837481
4.20 Simple Simon 67235
4.45 Fun With Scissors
5.10 Pink Susan (R)
5.35 Pop! Another Shrimp on the Barbie (rpt) As 1.35pm
6.00 More Bloody News
The next instalment of the hit show which looks at blood in all forms, but preferably spilling from wounded people. (T) (S)
6.30 Regional News (T) (S)
Exactly the same as the last programme, but with a different presenter. Still, saves on the license fee, eh!7263
7.00 Bizarre Headgear (R)
7.30 East Benders 0924
8.00 Ruff 'n' Tumble
Could it be a preview at last of Renegade's hard-edged cute platformer? Possibly, possibly not. *The One* gets to the bottom of it anyway, and brings you the low-down. Subject to change at the last minute.

Renegade	ERIC MATTHEWS

32647
See Games, pages 28-30
8.30 East Fenders 6284
9.00 More Bloody News
Same old crap you saw earlier, but with marginally more death. 7623
9.30 Crimestompers UK
This month, Richard and Anne don their jackboots and, with the help of the local constabulary, tread metaphorically on the heads of the UK's most wanted. Without getting their own fingers dirty, of course. Robbery with shooters is on the agenda tonight, as the daring duo hit the streets of sleepy Dulwich Hamlet in the hope of finding a nice quiet 24hr garage. (T) (S)



9.05 Football, War and Toy Soldiers 386422
9.30 Sierra Soccer
It's Soccer, it's from Sierra, it's *Sierra Soccer*! Fantasy, or not? It doesn't involve *Leisure Suit Larry*, anyway. But we'll be giving it the once, or maybe even the twice, over. Probably. 83659
10.40 My Secret Garden
11.10 Welsh For Losers
11.30 Watch, and Learn 763
12.00 News (T) (S)
12.30 Soap Update 6206
1.10 Intrigue in Cornwall
FILM Remake of the 1956 original starring Jack Field and Megan Street. Smugglers take over a sleepy Cornish village, and hold the population to a large ransom. Nobody in authority wants to pay it however, and the smugglers soon discover that nobody's really interested. However, they hadn't banked on the one they call "Brock." (1992) (T) (S)
See Films, pages 23-28

Brock	MICHAEL CROMPTON
Bill	MAGGIE O'NEILL
Bingo	TIM PREECE
Ben	ANNE CARROLL
Whisper	NEIL O'MAGGIE

3.00 The One in the Daytime
With Dai Noble
The One Two presents all the programmes that it would have liked to show earlier on, but couldn't because the Fat Controller said so.
3.05 Blast! 983769
3.30 News Extra (T) (S)
3.45 Hey, Kids!
This week, Jolyon Tuesday takes an in-depth look at the chainsaw. Is it a nice friend, or an instrument of mass-murder?
4.15 News Square
Jon Craving thumbs his hooter at the "normal" news programmes with his daily squint into the news kaleidoscope. (T)
4.30 Turbo Trax
Simon Byron takes a look at Arcane's debut game, because he can't delegate it to anybody else. Subject to change.
5.20 The Allegro
The series in which Norbert Clap takes a look at the design of the best-selling Austin motor car. This week Clap takes a look at the "hand-brake." 76274849
5.45 News (T) (S)
6.15 On The Blink
7.00 I'm Sad
8.30 Man About IKEA
New comedy series, purchased at great expense from Sweden. Episode One: *Buying a Volvo*. After Blinks and Svaka move in to their new one-up, one-down in Gothemberg, Blinks realises that he has nowhere to take his mistress, Tonka. Tonka's father Hans has the excellent idea of buying a Volvo, which has extraordinarily large boot space — with hilarious results. (R) (T) (S) 82844

Blinks Stådtbor	FLEM SPÅSMØ
Svaka Hasselbläd	ERIKA SVENSØM
Hans Gstäd	AARSE SÉAT
Tonka Gstäd	BRENDA ANGSTRÖM
Tork Mölnlycke	HIMSELF
Mrs Døubtfire	RÔBIN WILLIÄMS

9.00 Empire Soccer
The One Two present a stonking demonstration of *Empire Soccer*, the latest soccer game from Graftgold. And damn good it looks, too.

Andy Braybrook	JOSÉ DORRAN
Steve Turner	ANDY BRAYBROOK
José Durran	STEVE TURNER

9.30 Terror on Fire
FILM Dustbin Hofmeisterer stars as a lonely, sad old git who really doesn't like anybody. Or, so it seems, until he wins the pools and goes off for a life of sun, sand and sex in Marbella, home of sand. After recovering from sun stroke and other diseases, he takes himself, and several lucky holiday-makers out in an Uzi-mongous frenzy of deadly lead. But it has a happy ending, so it's OK for kids. (1976) (R) (S) 37784
11.20 Goodnight, ugly. 892489

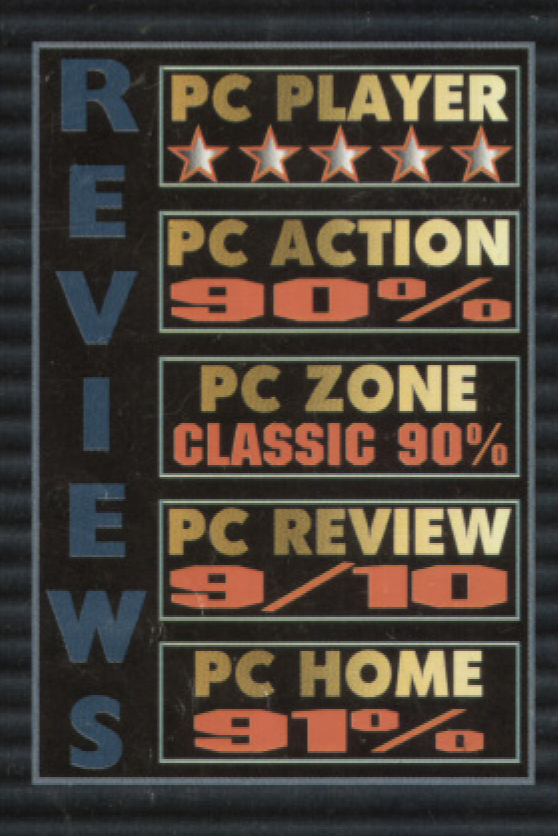
(S) = Sad (T) = Terrible (R) = Rubbish


And so it was that during the age of Ragnarok, Heimdall, beloved of the Gods, came to Earth from Valhalla to find the pieces of a Sacred Amulet - the power of which would banish the evil Loki from the viking lands.
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Heimdall 2
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"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW







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